

**All-New Format!**

# QUEST FOR GLORY™ II

INCLUDES COMPLETE WALK-THRU

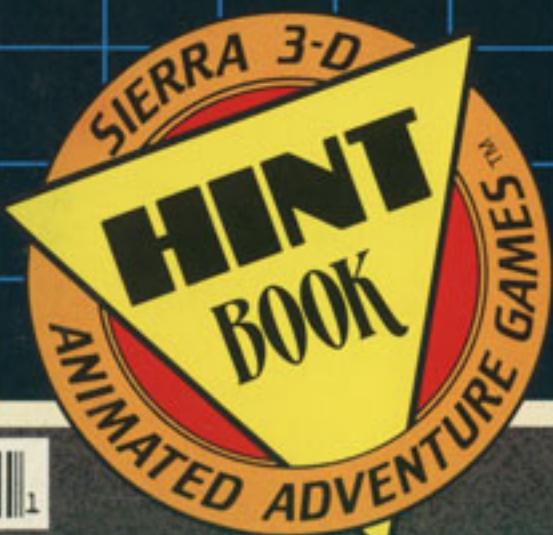
INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



All-New Format!

## QUEST FOR GLORY™ II

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



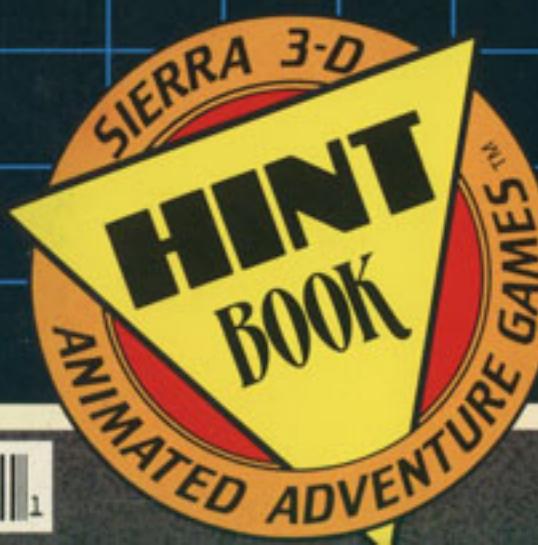
SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-8989

TM designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.  
© Sierra On-Line, Inc. 1990. Printed in the U.S.A. All rights reserved.

003421800



20626 00342 1



**QUEST FOR GLORY II**

**HINT BOOK**

**by**

**Lori & Corey Cole**

Hi! We hope you have enjoyed playing *Quest for Glory II: Trial by Fire*. This is the second game in the *Quest for Glory* role-playing adventure series, and begins just after "So You Want To Be A Hero" ends. The four game series is designed to take place over the course of four seasons. In *Trial by Fire*, it is summer, and your character is in a desert region (not the best time of year to be in Shapeir, by all accounts).

The *Quest for Glory* series is set in a world full of magic, wonder, and humor. The people you meet have unique personalities, and you will need to take this into account when talking to them. Some of the answers you get to questions will be useful, other answers may be less useful or even incorrect. It all depends on to whom you are talking. The major enjoyment of this game comes from exploring new places and making new friends. By talking and asking questions of people as you go along, you will learn about the world and the problems you face. You will even learn solutions to many of the problems. It is up to you to put all this information together to win the game.

*Quest for Glory* is a role-playing game in that it allows you to choose the type of character you wish to play. This affects how the game is played, and what goes on in the course of the game. Your character will develop as you use his/her skills, and some puzzles require the character to have practiced and improved his skills to solve them. There is combat in this game, but it plays a much smaller role than in most computer role-playing games. Instead, the emphasis is on character interaction and puzzle-solving.

### How to use this Hint Book (and still have fun)

The hints in this book are just that, hints, not answers. Much of the fun of playing any adventure or role-playing game is that flash of insight when you suddenly come up with the answer to a difficult puzzle. So you should only look at a hint in this book if you are really stuck, and totally out of ideas. Try not to look at any hints other than the one you need now.

In particular, try not to look at the lists of Puzzle Points and Inventory Items, or at the walk-through, unless you are totally at a dead-end, and not having fun anymore. They will allow you to squeeze the last few points from the game, but they are not nearly as fun as figuring out the answers for yourself.

*Quest for Glory* contains a number of "arcade-like" sequences that may at first seem to require dexterity on the part of the player to solve. Most of these sequences are actually based more on your character's skill level than on your dexterity (although proper action on your part can make a big difference as well!). Don't be afraid to fail at them -- practice makes perfect. The menu also has an option for setting the "Arcade Difficulty Level." If you don't like arcade challenges, set this to "Easiest;" your score will not be affected.

Thank you very much for buying and enjoying our game. We were absolutely thrilled when the players of *Quest for Glory I: So You Want To Be A Hero* voted to make it Computer Gaming World's "1990 Adventure Game of the Year," and we continue to be delighted every time a player tells us how much they enjoyed our games. We hope that you will find *Quest for Glory II: Trial By Fire* an even more enjoyable experience than the first game. (Of course, if you haven't yet played *So You Want To Be A Hero*, what are you waiting for? We think you'll love it!)

Remember, your opinion matters a lot to us. Sierra has sold over 100,000 copies of *Quest for Glory I*, but we've seen letters from less than a hundred of you. We listen, and we care, when you write to tell us of your game experiences (good and bad). In addition, please make sure you return your *Quest for Glory II* product warranty card, if you haven't already. This will put you on the mailing list for the Sierra News Magazine, and make you eligible for a number of contests and benefits from time to time. More importantly, it's the best way we have of finding out who our players are. The decisions this year to move primarily to VGA games and high-density disks were heavily based on marketing surveys sent to players who returned their warranty cards. We really want to cover the needs of all our players (especially you) as best as possible, but we can't count your vote if we don't know you're out there!

In the meantime, enjoy *Quest for Glory II: Trial By Fire*, and we very much hope to see you again in the Summer of 1992 with *Quest for Glory III: Shadows of Darkness*. We will be paying a visit to an area strangely reminiscent of Old Transylvania, and continuing the saga (and the development of your character) begun in the first two games.

Welcome to the world of "*Quest for Glory*."

If you have never played a *Quest for Glory* game before, then you are in for something completely different. This game is a combination adventure and computer role-playing game with a large dose of fantasy gaming. There are puzzles to solve, monsters to defeat, and situations where what you do depends upon the type of character you are playing. First, you design the type of character you wish to play, with magic, fighting, and dexterity skills to choose from. You are the Hero, out to save the world relying upon only your wits and skills to survive and succeed. In "So You Want To Be A Hero," your skills were needed in the Alpine valley of Spielburg. In the second episode of the "*Quest For Glory*" series, "*Trial by Fire*," you are needed in the land of Shapeir, a place of golden desert sands and timeless magic.

### How to Get Started

First, read "What is Quest for Glory" (page 2) in your Technical Manual. Determine the type of character you'd like to play. The Fighter is the best character to choose when first starting out. His primary skills are Weapon Use, Parry, and Dodge. Read the Section on "Creating a Character" (page 2), "The Fighter" (page 3) and "Assigning Skill Points" (page 4) in your Technical Manual.

Select the Fighter character from the Create Character screen by pressing the [Enter] key when the word Fighter is highlighted, or by pointing to the word Fighter with your mouse and clicking. Now type a name for your character. Then use the [Tab] to highlight the word "Strength." Use your Right Arrow key to increase the amount of Strength. Then do the same for Vitality, Weapon Use, Parry, and Dodge. These are the attributes and skills critical for the Fighter character. Use the remaining points available wherever you wish, but remember, all the attributes contribute to your character's skills in some manner. When you have assigned all your points, press [Enter], and you will begin the game.

### How to Play a Fighter

The Fighter character is a simple yet effective warrior. He uses weapons and armor to defend himself and others.

Read the "Technical Manual" section on "The Fighter" for more information about the character and his abilities. Additionally, the game manual contains a detailed description of the character.

Fighters are good at combat and physical challenges. They can be very effective in the trials of Shapeir.

Interplay Productions and its logo are registered trademarks.  
Quest for Glory is a trademark of Interplay Productions, Inc. All rights reserved.  
The Shapeir logo is a registered trademark of Interplay Productions, Inc. All rights reserved.  
Quest for Glory: Trial by Fire is a trademark of Interplay Productions, Inc. All rights reserved.  
Interplay Productions is a registered trademark of Interplay Productions, Inc. All rights reserved.

### How to Play a Magic User

The Magic User is a powerful and skillful character. He has many abilities, including Elemental Skills (Acid, Lightning, Electricity, Magnetic, Water, Wind), and a variety of magical spells.

From the beginning, the Magic User character is equipped with three basic abilities: Acid, Lightning, and Magnetic. These skills are used to attack and defend against enemies. The Magic User also has a variety of magical spells available. These include: Acid Rain, Lightning Strike, Magnetic Storm, and Water Elemental. These spells are used to attack and defend against enemies.

The Magic User character is also equipped with three basic abilities: Acid, Lightning, and Magnetic. These skills are used to attack and defend against enemies. The Magic User also has a variety of magical spells available. These include: Acid Rain, Lightning Strike, Magnetic Storm, and Water Elemental. These spells are used to attack and defend against enemies.

### How to Play a Thief

The Thief character is a clever and nimble character. He uses stealth and agility to avoid detection and defeat enemies.

Read the "Technical Manual" section on "The Thief" for more information about the character and his abilities. Additionally, the game manual contains a detailed description of the character.

Thieves are good at stealth and agility. They can be very effective in the trials of Shapeir.

### How to Play a Mixed Character

The Mixed Character is a combination of the Fighter and the Magic User. He has both physical and magical abilities, making him a versatile character.

If you have never played a *Quest for Glory* game before, then you are in for something completely different. This game is a multi-mission adventure and contains 16 different missions within a large land of fantasy setting. It is up to you to collect, construct, defend, and eliminate whatever you do. It depends upon the type of character you are playing. First, you can go in any type of character you wish to play, whether it's Human, and Dwarven, or even a giant. You are the hero out in your world. It's up to you to make your life survive and succeed. In "The Descent To Arzalor," you shall meet Gredor in the Alpine valley of Smeddor. He is the author of the "Tales of Glory" series. "Trial by Fire" you are placed in the land of Arzalor, a place of both desert and timeless magic.

#### How to Create

First, read "Creating Your Character" (page 13) in your "Technical Manual." This will tell you the type of character you'd like to play. The Fighter is the best character to choose when you're going to be fighting. You can also choose the Thief, and Wizard. Read the sections on "Creating a Character" (page 2), "The Fighter" (page 13), and "Thiefmaking" (page 13) in your "Technical Manual."

Select the Fighter character from the Classic Characters section by pressing the [Space] key when the word "Fighter" is highlighted, or by pointing to the word "Fighter" and pressing [Enter]. Now take a look at your character. Then, click the [M] key to bring up the word "Character." Are you the "Famous" boy or human adventurer although there is the "Muddy" Wizard, the "Painful" and "Lumpy" Thief who can't seem to get along with his colleagues? Use the mouse to point to each side whenever you wish. Just remember, all the attributes can affect where your character fits in combat power. When you have assigned all your points, press [Enter], and you will know the power.

#### How to Play

To create a Fighter, add more points to your Strength and Vitality, as well as to your fighting skills.

Read the sections in your Famous Adventurer's Correspondence School Advanced Adventuring Manual on "Advanced Fighting" (page 1) and "The Land of Shapeir" (page 13).

A Fighter needs a daily regimen of exercise to build up his abilities, so practice frequently with Uhura at the Guild Hall.

#### How to Create

Talk to Uhura and Rakeesh about monsters.

Talk to the guard at the city gate about desert survival.

The Fighter should seek out monsters in the desert to hone his fighting skills, once he is properly prepared for desert travel.

Equip your Fighter with the finest available sword to increase his chances at survival.

Arm Wrestling with Issur will help increase your Fighter's strength.

To create a Magic User, add more points to your character's Intelligence and Agility, as well as to your Magic skill.

Read the sections in your Famous Adventurer's Correspondence School Advanced Adventuring Manual on "Advanced Magic Using," "Basic Spell Usage" and "Advanced Spell Usage."

Visit the Magic Shop to gain new spells and information about magic.

Talk to the Enchantress to learn more about the magic of this land.

Become a Wizard by finding the "Wizard's Institute of Technocery" and passing the entrance exams.

Practice your spells out in the desert. Just be alert for wandering monsters.

To create a Thief, add more points to your Agility, Vitality, and Luck, as well as to your Stealth and Lock Picking skills.

Read the section upon Advanced Thieving Techniques in your Famous Adventurer's Correspondence School Advanced Adventuring Manual.

Make sure you are equipped with the latest in thieving technology.

Make contact with your local Thief representative by making the "Sign," and learn the best places to use your particular talents.

Practice your skills wherever possible.

Never resist a good challenge.

#### How to Create

You can create a character which has skills from all the other types of characters. This character will start out "weaker" in terms of his skills than

useless. Instead, take a few steps back away from the fight, then attack again. If you're still being hit, then you may have to retreat and regroup. You can also try to distract your enemies by shouting or casting spells that will draw their attention away from you.

### How to Play a Paladin

Paladins are known for their strength and the power of the game. In fact, they are often called "the Knights of the realm." They are the ones who protect the innocent and fight for justice. They are also known for their healing abilities, which makes them great fighters.

In order to play a Paladin, you need to have the following skills: Strength, Dexterity, Constitution, and Intelligence. You also need to have the following abilities: Healing, Protection, and Fighting. You must also have the following traits: Loyalty, Honesty, and Integrity. These traits will help you to become a great Paladin.

When playing a Paladin, it's important to remember that you are fighting for the greater good. You must always be ready to defend the innocent and fight for justice. You must also be prepared to heal your allies and protect them from harm.

Always follow the rules of combat in order to stay safe and avoid getting hurt.

### Game Play Tips

Always play your Paladin carefully. You don't want to be surprised by much damage and get yourself killed. You should also be aware of your surroundings and the enemies around you. You should also be aware of your allies and the enemies around you.

Always be prepared for combat. When you're fighting, make sure you have enough health and mana to last through the battle. You should also have enough mana to cast spells that will help you to win the battle.

Always be careful when fighting. Don't get caught off guard by your enemies. You should also be aware of your surroundings and the enemies around you. You should also be aware of your allies and the enemies around you.

Always be prepared for combat. When you're fighting, make sure you have enough health and mana to last through the battle. You should also have enough mana to cast spells that will help you to win the battle.

Always be careful when fighting. Don't get caught off guard by your enemies. You should also be aware of your surroundings and the enemies around you.

Always be prepared for combat. When you're fighting, make sure you have enough health and mana to last through the battle. You should also have enough mana to cast spells that will help you to win the battle.

Always be careful when fighting. Don't get caught off guard by your enemies. You should also be aware of your surroundings and the enemies around you.

Always be prepared for combat. When you're fighting, make sure you have enough health and mana to last through the battle. You should also have enough mana to cast spells that will help you to win the battle.

### How to Fight a Monster

Fighting a monster is a task that requires a lot of skill and experience. You must be able to identify the monster and know how to defeat it. You must also be aware of your surroundings and the enemies around you.

Fighting a monster is a task that requires a lot of skill and experience. You must be able to identify the monster and know how to defeat it. You must also be aware of your surroundings and the enemies around you.

Fighting a monster is a task that requires a lot of skill and experience. You must be able to identify the monster and know how to defeat it. You must also be aware of your surroundings and the enemies around you.

Fighting a monster is a task that requires a lot of skill and experience. You must be able to identify the monster and know how to defeat it. You must also be aware of your surroundings and the enemies around you.

Fighting a monster is a task that requires a lot of skill and experience. You must be able to identify the monster and know how to defeat it. You must also be aware of your surroundings and the enemies around you.

Fighting a monster is a task that requires a lot of skill and experience. You must be able to identify the monster and know how to defeat it. You must also be aware of your surroundings and the enemies around you.

Fighting a monster is a task that requires a lot of skill and experience. You must be able to identify the monster and know how to defeat it. You must also be aware of your surroundings and the enemies around you.

**Tourist Guide to the People and Places in Scenic Shapeir**

**Katta's Tail Inn**

any straight character, but has more flexibility in how he can handle situations. However, since "*Trial by Fire*" is essentially three games in one, with different events occurring depending upon the type of character you play, a multi-classed character will still only experience part of the game. We highly recommend that you play through the game at least once with each of the three character types.

#### How to Play a Paladin

A Paladin character is not selected at the beginning of the game. Instead, your character becomes a Paladin through his actions. Any character type can become a Paladin, but a Thief that tries to become a Paladin will not be an effective Thief.

To become a Paladin, you must concentrate on doing things honorably. Read the section on Paladins under "Combat Careers" (page 4) in your Famous Adventurer's Correspondence School Manual, but remember, it is a bit biased.

Talk to Rakeesh and Omar about Paladins and Heroes.

Do good deeds wherever and whenever you can, and never attack an unarmed opponent.

Always choose the most honorable way to do something.

Courtesy counts.

Save your game frequently.

Read your manuals. You'd be surprised how much valuable information is contained in them.

Don't pick up everything you see. Just get what you need.

Try to think as your character would think. When you face a puzzle, try to solve it with your character's skills. Every puzzle you need to solve is solvable with the skills you've chosen (another character may have a different solution).

Check your character sheet frequently [control S]. Skills which have changed will show up in red. Make sure your Health points and Stamina points do not get too low.

Ask questions of everyone you meet. Read page 24 in your Technical Manual for some things to ask about. Try to pick up cues from what people say as to what to ask next.

Make sure you are properly equipped before you explore the desert. Talk to the Guard by the Shapeir gate.

It pays to listen when people tell you something.

The caravan to Raseir leaves on day 17 of the month of the Serpent, so you'd better finish with everything you need to do in Shapeir before that time.

The Elementals will destroy the city if you don't deal with them soon after they appear.

#### How to Fight a Monster

Read about Combat in your Technical Manual (p 9).

Save the game whenever you encounter a monster. Once you are in the combat screen, you will not be able to save.

If you are wounded, take a Healing Pill before entering combat.

Low Stamina will affect your speed of attack as well as start subtracting from your Health Points. Use a Vigor Pill before you engage (or enrage) a foe. Remember that some monsters are too tough to fight until your skills improve, so watch your Health Points and "run away" whenever your character is badly damaged. But be careful, there are some encounters you can't run away from.

A Magic User should use the Calm spell to avoid the tough encounters until he has gained skill with his Dazzle, Flame Dart, Force Bolt, and Zap spells. The Thief should throw daggers at the monster before he gets into combat. Just don't let him throw his last dagger or else the Thief will be defenseless. Carrying too much weight, or letting your character get tired, will make fighting much harder. Don't carry anything more than you need.

Learn about the Monsters you are fighting. Talk to Rakeesh and Uhura about them. Practice your fighting skills at the Guild Hall with Uhura. She will also give tips on how to handle monsters while you practice.

#### How to Find a Home

The Inn is the place where you will stay when you're not in your house.

This is the place where you will spend the night and eat most of your meals.

Shapeir Gate Plaza is a great place to meet your friends or have a quiet time in your own private天地.

The Shapeir Gate Plaza is a great place to have a quiet time in your own private天地. It is also a great place to meet your friends or have a quiet time in your own private天地. It is also a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

### What to do at the Shapeir Gate Plaza

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

### The Streets of Shapeir

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

### The Money Changer

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

### If you are a Thief Character

Shapeir Gate Plaza is a great place to have a quiet time in your own private天地.

during your stay in Shapeir. You can gain a lot of information here, if you ask the right questions.

The important people whom you will find here are your friends Shameen, the Innkeeper, Shema, his wife and real keeper of the Inn; and Abdulla Doo, the former trader, upon whose flying carpet you rode here. On some evenings, the Poet Omar will perform.

To order food, sit down. If you are already seated, type "Order Food."

To find your sleeping quarters, simply follow Shema when she leaves.

For a good time, watch Shema's Dance.

For a profitable experience, listen to the Poet Omar, and be sure to question him afterwards.

Shameen will keep you informed about what goes on at the Inn and some events in the city. Ask him about Raseir, the Sultan, and guest.

Shema is the motherly type who will try to keep you more than well-fed. She will also give you warnings if there is danger. Ask Shema about Raseir, rumors, Sharaf, and the underground.

Abdulla Doo only spends part of his time at the Inn. You will find him there on days 1, 5, and 14. Ask him about the Sultan, the Astrologer, News, the Emir, and Raseir. For more practical matters, ask him about money and the Money Changer.

Omar and Ja'afar are only present on the evenings of days 3, 11, and 16. Make a point of showing up in time to see them. Ask Omar about Dervish, Raseir, Paladin, Ja'afar, Rumors, Astrologer, Rakeesh, and Enchantress.

The sooner you can buy something from Alichica, the easier this game will be. Ask the merchants here about money and the Money Changer. If you meet a guard, ask him as well.

Alichica will try to sell you many things, but there are only two things he has that are actually useful. He will be glad to give you directions to various places, but make sure you have the street map of Shapeir handy when he does. His directions are not the easiest to follow. Neither are some of his answers to other questions, but they are amusing. Ask him about Kattas, Weather, souvenirs, and Elementals.

Lisha the Flower merchant will gladly sell you flowers. Ask her about Musician, snake, and Sitar.

Sitar is the Musician and Hissa is the snake. Look at the musician for a hint of what to do with him.

The Beggar is sometimes present here on days 7, 10, and 15. He is a humble man who relies on the generosity of others.

To really do some "site" seeing in Shapeir, you will need both the street map that came with the game and the one you can buy from Alichica. First, you need to get some local money, though. Ask the merchants how to find the Money Changer.

When wandering down the streets, type, "Look" whenever you approach an intersection of streets. This will give you the names of the streets. Now you can locate your position on the street map.

Once you have Alichica's map, you can use it to go places you have visited previously. Simply type "use map," use the arrow keys or your mouse to select the location, and press [return] or click on it.

Buy a compass and use it when you get confused by the twisty passages.

The Money Changer is located at the southern end of Dinar Tarik. Consult the street map that came with the game to find her.

"Look" at her guard.

The Money Changer is open quite late at night. As a result, she sleeps late in the mornings.

The Money Changer will be overjoyed to exchange some money with you (for a slight commission, of course). For a better deal, exchange small amounts at a time.

The Money Changer will give you valuable information about the Sultan, Raseir, and Ferrari.

If you approach the Money Changer correctly, she can be very useful to you.

After the victory of the last war, the city of Fountain Plaza was built. It is a large, well-organized city with many fine buildings and landmarks.

There are three large two-story towers here. Called the Tower of the South, the Tower of the North, and the Tower of the East. The Tower of the South is the tallest and most prominent. It is located in the center of the city. The Tower of the North is located to the west of the Tower of the South. The Tower of the East is located to the east of the Tower of the South. The city is surrounded by a high wall and has several gates.

## What to Do and See at the Fountain Plaza South

This section covers the Fountain Plaza South area. It includes information about the city's landmarks, history, and culture.

The city of Fountain Plaza South is a large, well-organized city with many fine buildings and landmarks. It is located in the center of the city. The city is surrounded by a high wall and has several gates.

The city is known for its beautiful architecture, including the Tower of the South, the Tower of the North, and the Tower of the East. The city is also known for its rich history, including the Battle of Fountain Plaza, which took place in 1865.

The city is also known for its vibrant culture, including the annual Festival of Lights, which is held every year in October. The festival features traditional music, dance, and food.

The city is also known for its excellent schools, including the Fountain Plaza High School, which is located in the center of the city. The school is known for its excellent academic programs and extracurricular activities.

The city is also known for its beautiful parks, including the Fountain Plaza Park, which is located in the center of the city. The park features a large lake, a fountain, and a variety of trees and flowers.

## What To Do and See At The Fountain Plaza North

This section covers the Fountain Plaza North area. It includes information about the city's landmarks, history, and culture.

The city of Fountain Plaza North is a large, well-organized city with many fine buildings and landmarks. It is located in the center of the city. The city is surrounded by a high wall and has several gates.

The city is known for its beautiful architecture, including the Tower of the South, the Tower of the North, and the Tower of the East. The city is also known for its rich history, including the Battle of Fountain Plaza, which took place in 1865.

The city is also known for its vibrant culture, including the annual Festival of Lights, which is held every year in October. The festival features traditional music, dance, and food.

The city is also known for its excellent schools, including the Fountain Plaza High School, which is located in the center of the city. The school is known for its excellent academic programs and extracurricular activities.

The city is also known for its beautiful parks, including the Fountain Plaza Park, which is located in the center of the city. The park features a large lake, a fountain, and a variety of trees and flowers.

## The Apothecary

The Apothecary is a small, quiet shop located in the heart of the city. It is run by a kind old woman named Mrs. Johnson. She has been running the shop for over 50 years and has a wealth of knowledge about herbs and remedies.

The shop sells a variety of remedies, including potions, poultices, and ointments. It also sells dried herbs and spices, as well as various ingredients for cooking.

The shop is located in the heart of the city, just a short walk from the Fountain Plaza. It is a popular destination for those looking for natural remedies and ingredients.

The city of Fountain Plaza is a large, well-organized city with many fine buildings and landmarks. It is located in the center of the city. The city is surrounded by a high wall and has several gates.

The city is known for its beautiful architecture, including the Tower of the South, the Tower of the North, and the Tower of the East. The city is also known for its rich history, including the Battle of Fountain Plaza, which took place in 1865.

The city is also known for its vibrant culture, including the annual Festival of Lights, which is held every year in October. The festival features traditional music, dance, and food.

The city is also known for its excellent schools, including the Fountain Plaza High School, which is located in the center of the city. The school is known for its excellent academic programs and extracurricular activities.

The city is also known for its beautiful parks, including the Fountain Plaza Park, which is located in the center of the city. The park features a large lake, a fountain, and a variety of trees and flowers.

## The Magic Shop

The Magic Shop is a small, quiet shop located in the heart of the city. It is run by a kind old woman named Mrs. Johnson. She has been running the shop for over 50 years and has a wealth of knowledge about magic and remedies.

The shop sells a variety of magic items, including potions, poultices, and ointments. It also sells dried herbs and spices, as well as various ingredients for cooking.

The shop is located in the heart of the city, just a short walk from the Fountain Plaza. It is a popular destination for those looking for natural remedies and ingredients.

The shop is located in the heart of the city, just a short walk from the Fountain Plaza. It is a popular destination for those looking for natural remedies and ingredients.

The Magic Shop is a small, quiet shop located in the heart of the city. It is run by a kind old woman named Mrs. Johnson. She has been running the shop for over 50 years and has a wealth of knowledge about magic and remedies.

The shop sells a variety of magic items, including potions, poultices, and ointments. It also sells dried herbs and spices, as well as various ingredients for cooking.

The shop is located in the heart of the city, just a short walk from the Fountain Plaza. It is a popular destination for those looking for natural remedies and ingredients.

## What to Do and See at the Plaza of the Fighter East

This section covers the Plaza of the Fighter East area. It includes information about the city's landmarks, history, and culture.

The city of Fountain Plaza East is a large, well-organized city with many fine buildings and landmarks. It is located in the center of the city. The city is surrounded by a high wall and has several gates.

The city is known for its beautiful architecture, including the Tower of the South, the Tower of the North, and the Tower of the East. The city is also known for its rich history, including the Battle of Fountain Plaza, which took place in 1865.

The city is also known for its vibrant culture, including the annual Festival of Lights, which is held every year in October. The festival features traditional music, dance, and food.

The city is also known for its excellent schools, including the Fountain Plaza High School, which is located in the center of the city. The school is known for its excellent academic programs and extracurricular activities.

The city is also known for its beautiful parks, including the Fountain Plaza Park, which is located in the center of the city. The park features a large lake, a fountain, and a variety of trees and flowers.

## If you are a Magic User or a Thief

The city of Fountain Plaza is a large, well-organized city with many fine buildings and landmarks. It is located in the center of the city. The city is surrounded by a high wall and has several gates.

The city is known for its beautiful architecture, including the Tower of the South, the Tower of the North, and the Tower of the East. The city is also known for its rich history, including the Battle of Fountain Plaza, which took place in 1865.

The city is also known for its vibrant culture, including the annual Festival of Lights, which is held every year in October. The festival features traditional music, dance, and food.

The city is also known for its excellent schools, including the Fountain Plaza High School, which is located in the center of the city. The school is known for its excellent academic programs and extracurricular activities.

The city is also known for its beautiful parks, including the Fountain Plaza Park, which is located in the center of the city. The park features a large lake, a fountain, and a variety of trees and flowers.

Once the Money Changer recognizes you as a Jackal, ask her about the Thieves' Guild, and do her a favor. Follow her instructions.  
Once you have done the favor, return here. Show her your stuff rather than just giving it to her. You can bargain for a better deal that way.  
Once you have dealt with the stuff, ask her about the safe.

This is where the entrance to the Apothecary is found.  
You can fill your waterskins and get a drink from the fountain.  
The Food Merchants here offer tempting snacks to keep you going during a rough day. They will also sell rations to take along with you on your journeys. Ask them about prices, Falafels, dates, and saurus.  
If you wish to buy something, try bargaining for it. You may get a better price, and you will improve your communication skill.  
Omar and Ja'afar are here during the day of the 7th to tell poetry.  
If you find a lost item here, pick it up. There is a clue to its owner inside. You can keep it, take the money, or try to return it to the owner. This is entirely up to you and your character.  
If you need to know what to do about the Water Elemental here, look in the section under Elementals.

This is where the entrance to the Magic Shop is found.  
You can fill your waterskins and get a drink from the fountain.  
Bargain with the Brass Merchant for the thing he recommends you buy.  
The Plant Merchant has something you can use against one of the Elementals. Lasham will be happy to help you if you tell him about that Elemental.  
If you need to know what to do about the Water Elemental here, look in the section under Elementals.

The Apothecary is a source of pills which will help your survival.  
If you need money, you can sell certain monster parts here.  
Harik Attar may be an impatient man with a fiery temperament, but he does

love his work. Ask him about Pills, Dispel Potions, components, Raseir, Fire, Earth, the Fruit of Compassion, and the Fire and Earth Elementals. Ask him for further information on what he says.

*If you are a Thief -*  
Harik has something you can use against the Earth Elemental. Tell him about it.  
You can buy an important (and rather slick) Tool of the Trade here.

The Magic Shop is the place for Magic Items and information.  
Keapon Laffin may be an airhead and overly fond of dropping names, but he does know a lot about magic and the magical things going on around Shapeir. Drop in to his store whenever you have a question. Ask him about magic, the Enchantress, WIT, the Sultan, the Dervish, spells, the various elementals, and anything else that has to do with magic.  
Unless you have a very strong stomach, don't ask about fish.  
Keapon will give you a very subtle clue about the Air Elemental as you are leaving one day.  
You can also get something you can use against the Air Elemental here, if you know what to ask for.  
Keapon will gladly pay for the Whirl of a Dervish once you get it. Seek it in the desert.

*If you are a Magic User -* you can buy spells here.  
*If you are a Thief -* You can buy a very important Tool of the Trade here.

This is where the entrance to the Weapon Shop is found.  
Both Merchants here will sell you something you will need at some point in the game.

Unless you are very strong, or play your spells at the right time and place, this is best place to get a crucial item to use against one of the Elementals. Try this only at night.

## What to Do and See at the Plaza of the Fighter West

What to Do and See at the Plaza of the Fighter East

The Plaza of the Fighter East is a place where you can practice your skills in combat. You can train with your friends or enemies here. You can also practice your swordsmanship or archery. You can also practice your magic or healing abilities here.

You can also practice your combat skills here. You can also practice your magic or healing abilities here. You can also practice your combat skills here. You can also practice your magic or healing abilities here. You can also practice your combat skills here. You can also practice your magic or healing abilities here.

You can also practice your combat skills here. You can also practice your magic or healing abilities here. You can also practice your combat skills here. You can also practice your magic or healing abilities here. You can also practice your combat skills here. You can also practice your magic or healing abilities here.

## The Weapon Shop of Issur

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here. You can also buy supplies here. You can also buy supplies here. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here. You can also buy supplies here. You can also buy supplies here. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here. You can also buy supplies here.

## The Adventurer's Guild Hall

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

## What to Do and See at the Plaza of the Palace West

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

## What to Do and See at the Plaza of the Palace East

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

## The Astrologer

This is the place of a fighter. It is a place where you can buy weapons and armor. You can also buy supplies here.

The Thief will need a magic item to get the item. If you get caught, try to talk your way out of it.

This is where the entrance to the Guild Hall is found.

You will occasionally meet Rakeesh sunning himself here. Ask him about Paladins, his leg, the demon, his kingdom, and power. Rakeesh can be a big help to a Fighter against the Earth Elemental, if the Fighter asks the right question.

*If you are a Thief -*

You will meet the Challenger and his Tightrope here on days 4, 8, 11, and 16 (if you don't beat him first). Take the challenge whenever possible.

Take a Healing and/or a Vigor pill if you need one before the challenge.

If you keep failing, remember - practice makes perfect and is the only way to improve your skill. It's o.k. to fail here.

Build up your Agility daily by practicing your Dodge with Uhura. The higher your Agility, the greater the chances at success on the tightrope.

If you are really frustrated, set your Arcade Difficulty to the lowest setting. Never give up hope. The skill you build at tightrope walking today may save your life later.

This is the place for a Fighter to get a better sword than the one with which he starts out.

The Thief can buy spare daggers here.

This is a good place to build up the strength of your character (as long as you are willing to pay for it) - Arm Wrestle with Issur.

An item that is crucial against the Air Elemental can be gained here if you are very strong and can beat Issur at his own game, or use a spell and some fast talking.

If you can't outwit Issur for this important item, you'll just have to try a different approach outside.

*If you are a Thief -*

The Money Changer will give you some important information about this

room. Follow her instructions, but don't take too long. If at first you don't succeed, either try using one of your Tools of the Trade to make things go a little easier, or go away and try again some other time, after you've built up a little more strength.

Read about the Guild Hall on page 11 in your Famous Adventurer's Correspondence School Advanced Adventuring Manual.

Study the Quest Board for information on things that need to be done and how to make some money in the city.

Practice Martial Arts with Uhura to increase your skills and chance of survival in the desert.

Ask Uhura about monsters, Rakeesh, Raseir, and the Sultan.

Make a special point of stopping by on days 7, 12, and 16.

If you are a Fighter, stop by on days 13, 14, and 15 as well.

Rakeesh is here on days 2, 7, 12, and 16. Ask him about Paladins, his leg, the demon, his kingdom, and power.

Rakeesh can be a big help to the Fighter against the Earth Elemental, if he asks the right question.

There is nothing you can afford to purchase from these merchants.

For information on how to deal with the Air Elemental, look in the Elemental section further on in this book.

Make a point of dropping by here on Day 16, as Shema suggests. Remember your manners!

The only way to get into the Palace of the Sultan of Shapeir is to win the game. The Hero Awards Ceremony is held there.

The Astrologer lives at the south end of Tarik of Stars. Use the street map that came with the game for help in getting there.

## The Enchantress Aziza

The Enchantress Aziza is a mysterious character who has been around since the beginning of time. She is known for her ability to control the elements and for her knowledge of ancient magic. She is also known for her beauty and grace.

In the Enchantress's world, there are many challenges that must be overcome. One of the most difficult challenges is the Air Challenge.

The Air Challenge is a test of one's ability to control the elements of air. It requires a great deal of skill and knowledge. The challenge involves flying through various obstacles and avoiding traps. The Enchantress Aziza is known for her skill in this challenge, and she often uses it to test the abilities of others.

## The Wizard's Institute of Technocery

The Wizard's Institute of Technocery is a secret organization that has been around for centuries. It is known for its advanced technology and its members' intelligence. The organization is run by a group of wizards who are experts in their field. They are known for their ability to solve complex problems and their knowledge of magic.

The Wizard's Institute of Technocery is located in a secret location, and its members are sworn to secrecy. They are known for their strict rules and their dedication to their craft. They are also known for their sense of humor and their ability to work together as a team.

The Wizard's Institute of Technocery is a powerful organization that has had a significant impact on the world. Its members have made many important discoveries and have helped to advance the field of magic and technology.

The Enchantress Aziza is a mysterious character who has been around since the beginning of time. She is known for her ability to control the elements and for her knowledge of ancient magic. She is also known for her beauty and grace.

## To pass the Air Challenge

The Air Challenge is a test of one's ability to control the elements of air. It requires a great deal of skill and knowledge.

## To pass the Earth Challenge

The Earth Challenge is a test of one's ability to control the elements of earth. It requires a great deal of skill and knowledge.

## To pass the Water Challenge

The Water Challenge is a test of one's ability to control the elements of water. It requires a great deal of skill and knowledge.

## To pass the Fire Challenge

The Fire Challenge is a test of one's ability to control the elements of fire. It requires a great deal of skill and knowledge.

## Eternal Order of Fighters

The Eternal Order of Fighters is a secret organization that has been around for centuries. It is known for its advanced fighting techniques and its members' strength. The organization is run by a group of fighters who are experts in their field. They are known for their ability to solve complex problems and their knowledge of combat.

The Astrologer foretells the future by reading the stars. Ask him about astrology, signs, money, and planet. He will foretell your future if you are willing to tell about yourself.

The house of the Enchantress is located on the small side street Sitt Tarik off the east end of Shmali Tarik. Use the street map that came with the game for help in getting there.

Always mind your manners when approaching Aziza, and answer her questions truthfully.

If you don't know who sent you, reply, "Keapon Laffin" - if you remember what element the shopkeeper of the Magic Shop acts like he has between the ears in his head.

To answer her riddle, think of the answer in terms of the Alphabet.  
(If you still can't answer the riddle, try typing her name.)

Aziza will give you important information about Magic, the Djinn, Iblis, the various Elementals, contrary elements, and containers, if you are polite.

Aziza will tell you everything you ever wanted to know about the Plant. Well, almost everything.

Make a point of visiting her on day 16 as she requests.

#### *The Wizard's Initiation Test*

To find WIT, you will need to use magic in the Streets of Shapeir. Only a user of magic can find and enter WIT.

If you have too much trouble finding it, perhaps it would help to know that Sahir means Sorceror in Arabic.

You will need someone to sponsor you at this prestigious school, so choose someone who knows you.

The Archmage from Spielburg is willing to be your sponsor. See "The Story Thus Far..." (page 6) in your Technical Manual.

The Pretest is pretty simple, so test your spells and wits to solve it. Don't worry if you don't succeed at first - you are getting valuable practice, and can always try again later.

In order to pass the Wizard's Test, you will need almost all of the available spells.. Visit the Magic Shop first and make sure you are up to date on your

spell information (read the sections on Basic and Advanced Spell Usage in your Adventurer's Manual). While you are in the neighborhood, some Mana Pills from the Apothecary might come in handy. Once again, the experience you gain through practice with your spells here can save your life later. For specific answers, see the Walk-through section in this Hint Book. Remember, this is a Wizard's Test, so all of the problems have spells as their solutions.

#### *To pass the Air Challenge*

First make the problem come to you. Then try to stay above the problem.

#### *To pass the Earth Challenge*

Take a tip from the Pre-test to begin. Next, show it how bright you are. Once you seem to be passed the problem, re-run a spell to really rock it.

#### *To pass the Water Challenge*

Try the most logical spell for dealing with ice. Then hit it with something harder, but you have to pick the target where it will do some good. Once you've created an opening, there are a couple of ways to widen it.

#### *To pass the Fire Challenge*

Once you open the problem up, you need a spell to bring down the flames before you shut the door. Finally, you'll need to bridge the gap with some applied power - use the magical to direct the physical. Once you pass the tests, you'll be a Wizard Initiate. Your final challenge is to decide whether you really want to be a hero, or if you would rather take the easy way out.

#### *Elemental Circles of Protection*

Don't call them, they'll call you - as long as you are a Fighter. You will need high fighting skills to become a member, so make sure you practice daily improving them. Then check at the Guild Hall on days 13, 14, and 15 for further instructions.

After the first few days you will need to go to the city of Shaper to buy a horse and saddle. You will also need to buy a saddlebag and a saddle blanket. These items will cost about 100 gold pieces each. Once you have your horse and saddle you can start your quest. You will need to travel west along the coast for about 10 miles. There are no paths or roads so you will have to walk. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies. You will also come across some small settlements where you can buy supplies. You will also come across some small settlements where you can buy supplies.

### Break-in House

The first place you will need to visit is the Break-in House. This is a small house located on the coast just north of the town of Shaper. You will need to travel west along the coast for about 10 miles. Once you have reached the town of Shaper, you will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies. You will also come across some small settlements where you can buy supplies.

Once you have reached the town of Shaper, you will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

### Saurus Stable and Gate to Shapeir

The next place you will need to visit is the Saurus Stable and Gate to Shapeir. This is a small stable located on the coast just south of the town of Shaper.

You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Dervish in the Oasis. This is a small oasis located on the coast just south of the town of Shaper.

This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

### Desert Survival

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

### The Dervish in the Oasis

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

The last place you will need to visit is the Desert Survival. This is a small oasis located on the coast just south of the town of Shaper. You will need to travel west along the coast for about 10 miles. You will come across many small villages and towns along the way. Some of these towns have small markets where you can buy supplies.

Follow the directions given in order to find the house (use the street map included in the game box to figure out where to go). First, you'll have to make a decision to trust them, but how far? Then you will have to prove yourself in battle, but your opponent is armed and you're not, so you'll need to get your weapon and shield first. Hope you practiced your dodging skills ahead of time. Once you do get your equipment, it will be your skills against those of their best warrior. Once you down your opponent, the final decision is yours - whether to obey and earn the respect of the EOF, or whether to refuse to slay a helpless opponent and earn the scorn of the organization you seek to join.

This room is for Thieves only - all others need not read it.

To find this place, you will need to "sign in" with the nearest thieves' representative. She will be happy to give you instructions for finding this place. Use the street map included in the game box to figure out where to go. Just make sure the time is right when you get there, and that you are fully equipped with the latest Tools of the Trade. Then save your game.

Getting in is simple for one of your skills. You need to be very, very quiet in here, though. If you make a noise, pause a bit before moving.

Search everywhere, including under things.

Beware of squeaky hinges.

When in doubt, hide.

Neatness sometimes counts.

You will need to buy a Saurus if you want to survive the desert and win the game. This means dealing with Ali Fakir on day two or so.

To deal with Ali Fakir: if you don't have enough cash, you can refuse to make a deal with him when he asks. Don't play too hard to get, though, or he might give up and refuse to sell one to you.

To get your very own Saurus out of the pen, type "ride saurus."

The Saurus understands the following commands; "mount," "dismount," and "go home."

The Saurus allows you to travel faster in the desert, and to use less water.

The Saurus you bought may seem a bad bargain since he is very cowardly. If the Saurus runs away from a monster, just defeat the monster and wander out of the room. Once the Sand Worms clean up the mess, wander back and you'll find your Saurus patiently waiting for you. He follows the rule of always returning to the last place you both were together, assuming the danger is gone.

If you can't find your Saurus again, just head back to town on your own. The Saurus will eventually make his own way back to the stable.

The guards at the gate know information about the desert, the caravan, preparations, the Dervish, and the Oasis.

The guards will gladly put your Saurus back into the stable after you dismount and re-enter the city.

*Desert Survival*  
Read the desert survival section (page 14) in your Adventurer's Manual. Read about your Saurus under the "Saurus Stable and Gate to Shapeir" in the previous section of this Hint Book.

Talk to the gate guard about preparations.

Buy a Compass from Alichica to avoid getting turned around. At night, you can use the stars to orient yourself.

Healing and Vigor pills from the Apothecary will help you survive monster encounters.

Don't even think of exploring the desert without water.

Night travel saves water, but gets you a different class of monsters to encounter.

If you get lost without a Saurus, remember the mountains are both north and south of the desert. The city of Shapeir is in the northern mountains.

The Oasis is a place to get a drink and refill your waterbags. You can also sleep here, but don't stay away from the city too long.

The Dervish is five screens south from the overlook of the city of Shapeir and three screens to the east (make a left turn since your perspective is turned around on the 4th screen).

Visit the Dervish on day 12. He has a puzzle for you to solve. Ask for details

After the first few days of the campaign, the players will have to make a choice. They can either continue to follow the path of the Resistance, or they can turn their backs on the Resistance and become the traitors they once were.

### The Griffin

The Griffin is a large, winged creature that has been trained to fly over the land and hunt down enemies.

The Griffin is often used to hunt down enemies, as it is faster than most other creatures. It is also very strong and can easily defeat many enemies at once. In addition, the Griffin is very intelligent and can be trained to follow specific commands.

### The Plant Woman

The Plant Woman is a mysterious figure who appears to be a member of the Resistance. She is known for her ability to control plants and use them to her advantage.

The Plant Woman is also known for her ability to heal injuries. She is able to use her powers to heal others and even bring them back from the dead. She is also known for her ability to communicate with plants and animals, which allows her to understand their needs and protect them from harm.

The Plant Woman is also known for her ability to control fire. She is able to use her powers to create flames and burn away obstacles.

The Plant Woman is also known for her ability to control water. She is able to use her powers to create streams and rivers, as well as control the flow of water.

The Plant Woman is also known for her ability to control earth. She is able to use her powers to move rocks and stones, as well as control the flow of earth.

The Plant Woman is also known for her ability to control air. She is able to use her powers to move clouds and winds, as well as control the flow of air.

### Caged Beast

The Caged Beast is a powerful creature that has been captured by the Resistance. It is a large, muscular beast with sharp claws and teeth.

The Caged Beast is also known for its intelligence. It is able to think and plan ahead, as well as follow commands.

The Caged Beast is also known for its strength. It is able to lift heavy objects and move them with ease. It is also able to withstand attacks from other creatures.

The Caged Beast is also known for its agility. It is able to move quickly and easily, making it difficult for enemies to catch up to it.

The Caged Beast is also known for its endurance. It is able to withstand long periods of time without rest, making it a valuable asset to the Resistance.

The Caged Beast is also known for its loyalty. It is always忠誠 to the Resistance, and will defend them to the death.

### Things to do in colorful Shapeir

#### Monster Mashing

Head to the monster masher in the city center to battle various monsters. You will need to collect items along the way to help you defeat them.

#### Fighting the Jackalmen

Head to the jackalmen lair in the desert to fight off these fierce enemies. You will need to collect items along the way to help you defeat them.

#### Fighting the Brigands

Head to the brigand camp in the mountains to fight off these bandits. You will need to collect items along the way to help you defeat them.

#### Fighting the Scorpion

Head to the scorpion lair in the jungle to fight off these venomous insects. You will need to collect items along the way to help you defeat them.

about what he says.

The puzzle is five screens west of the Overlook of the city of Shapeir and three screens south, but only after day 12.

The griffin nests along the cliffs west of town. It is always best to let sleeping Griffins lie.

The Fighter needs to do some careful searching to uncover a feather.

The Thief needs to do a fancy rope trick to gain a feather.

The Magic User needs to use a spell that will let him get to the nest to find a feather.

The Plant Woman can be found along the mountains several screens to the east of the city of Shapeir.

Talk to the Enchantress about the Plant Woman, and Aziza will tell you a sad story. She will also tell you how to help, but you won't be able to do this before day 12. Follow the instructions in order, pull some magic out of your sack, say her name, and the Plant Woman will give you a gift. Julianar may not yet be human, but your part in her story ends here. (Another will take up the tale after this game ends.)

The first gift you give is what anyone in the desert needs. Then tell a bit about yourself.

The second gift you give is what's left of an earthy situation. Then tell about how you got it.

The third gift is cuddly, an action, not a thing. Then say her name.

For a good way not to win this game, save here. Then throw something at the plant.

The Caged Beast lies 5 screens to the west of the overlook of the city of Shapeir and three screens to the south after day 11.

The Dervish asks some important questions about the Caged Beast to which you must learn the answers.

Don't show too much pity for this monster, but remember nothing survives long in this desert without supplies.

Talk to the Apothecary about Dispel Potions and Fruit of Compassion.

Talk to Aziza about the Plant Woman.

Find two of the ingredients and have Harik make you a potion. You will need to add the final ingredient when you get back to the Beast.

Distract the beast before you try to get the final ingredient. Don't let the mouth get near you. (Keep it busy doing something else.)

Give the Dispel Potion to the Beast, and see what happens.

For a quick way not to win the game, save first, and let the creature out before giving him the Dispel Potion.

Read the sections on combat in your manuals and Hint Book before trying this at home.

The Jackalmen try to overwhelm you with sheer numbers rather than skill. They are easy to kill, but whenever you are low in Health Points and there are more monsters to fight, run away. When you defeat a Jackalman band, don't forget to search the bodies.

The Brigands are a bit tougher than the Jackalmen. Be sure to search the body afterward; they've probably killed and robbed less wary travelers.

Before you fight a Scorpion, talk to Harik at the Apothecary about pills. He has some you will need. Practice your dodging and blocking skills with Uhura. Don't let that Scorpion's tail hit you. Take a pill before combat just in case. If you do defeat one, take the tail.

## Fighting the Ghouls

The Ghoul is a very small and weak creature that is just barely larger than a rat. It has a pale, scaly complexion, with a thin, bony body and long, sharp claws. Its eyes are dark and hollow, and it has a thin, skeletal face. It is a scavenger that feeds on dead animals and other small creatures.

## Fighting the Terrorsaurus

The Terrorsaurus is the largest element in the desert. Make sure you have a large sword or battle-axe ready to combat them. They are extremely powerful and can inflict serious damage if you are not prepared. They are also very intelligent, so be careful when fighting them.

## Eliminating the Elementals

There are four types of Elemental enemies: the Earth Elemental, the Water Elemental, the Fire Elemental, and the Air Elemental. These enemies are found throughout the desert, and they are all very dangerous. They are known for their strength and their ability to inflict serious damage. To defeat them, you will need to use a combination of physical attacks and magical spells. You will also need to be aware of their weaknesses and avoid them at all costs. These enemies are very difficult to defeat, but with the right strategy, you can overcome them.

## The Fire Elemental

The Fire Elemental is the most dangerous enemy in the desert. It is a large, hulking creature with a thick, scaly hide. It has a long, sharp tail and a powerful set of claws. It is known for its intense heat and its ability to inflict serious damage. To defeat it, you will need to use a combination of physical attacks and magical spells. You will also need to be aware of its weaknesses and avoid them at all costs.

That's all for today! I hope you enjoyed learning about the different elements in the desert. If you have any questions or comments, feel free to leave them in the comments section below. See you next time!

If you liked this post, make sure to check out my other posts on the blog. I have many more interesting topics to share with you!

## The Air Elemental

The Air Elemental is a small, thin creature that is just barely larger than a mouse. It has a pale, scaly complexion, with a thin, bony body and long, sharp claws. Its eyes are dark and hollow, and it has a thin, skeletal face. It is a scavenger that feeds on dead animals and other small creatures.

The Air Elemental is the most intelligent of the four elements. It is known for its agility and its ability to inflict serious damage. To defeat it, you will need to use a combination of physical attacks and magical spells. You will also need to be aware of its weaknesses and avoid them at all costs.

The Air Elemental is a small, thin creature that is just barely larger than a mouse. It has a pale, scaly complexion, with a thin, bony body and long, sharp claws. Its eyes are dark and hollow, and it has a thin, skeletal face. It is a scavenger that feeds on dead animals and other small creatures.

The Air Elemental is the most intelligent of the four elements. It is known for its agility and its ability to inflict serious damage. To defeat it, you will need to use a combination of physical attacks and magical spells. You will also need to be aware of its weaknesses and avoid them at all costs.

The Air Elemental is the most intelligent of the four elements. It is known for its agility and its ability to inflict serious damage. To defeat it, you will need to use a combination of physical attacks and magical spells. You will also need to be aware of its weaknesses and avoid them at all costs.

The Air Elemental is the most intelligent of the four elements. It is known for its agility and its ability to inflict serious damage. To defeat it, you will need to use a combination of physical attacks and magical spells. You will also need to be aware of its weaknesses and avoid them at all costs.

### Fighting the Ghouls

The Ghouls come out only at night. Ask Uhura, Harik, and Rakeesh about them. Unlike most monsters, they don't really hurt you, they just sap your will to live. If your Stamina gets low while fighting them - run away. Once a Ghoul drains all of your Stamina, you are finished. When you defeat the Ghoul, don't forget to collect its claws.

### Fighting the Terrorsaurus

The Terrorsaurus is the toughest monster in the desert. Make sure you build up your combat skills before you try to face him. Run away if you have to, but remember, the Terrorsaurus is fast. You might not escape. Take some Healing and Stamina Pills if you get a chance.

### Fighting the Elementals

Read the Section in your Adventurer's Manual on Elementals (page 20). Fortunately, you will never meet the most powerful Elemental mentioned, so don't be concerned about anchovy Indigestion. Talk to Aziza and Keapon Laffin to get some basic information. There are two parts to the defeat of an Elemental: Contrary Elements and Containers. There are also people in Shapeir who have an affinity for certain elements. Those are the ones to ask questions about a specific Elemental.

### Fighting the Fire Elemental

First talk to Aziza about Elementals and the Fire Elemental. Then talk to Harik at the Apothecary about the Fire Elemental and Flame. You will need to buy something from Harik in order to lure the Elemental away from the plaza before you can capture it.

You will also need the Contrary Element and a proper container for fire. You can get them both in the Plaza of the Fountain.

You need to lure the Elemental from the plaza, weaken it with its Contrary Element, and capture it in the container.

Once weakened, it will leap into the container if it is handy. Otherwise, it will escape.

If you are still stumped and need real answers: See the Walk-through, Day

5, in this Hint Book.

### Fighting the Air Elemental

Talk to Aziza about the Air Elemental. Then talk to Keapon Laffin. He will give you a very subtle clue about a proper container for air as you are leaving one time.

The container hides in plain sight around the Weapon Shop. If you tell Issur about the Air Elemental, you can try to win the item at arm wrestling if you are a very strong fighter-type. The Thief will probably need to steal the item at night, but you will need a magic item to do so. The Magic User has a couple of ways to get the container. The easiest, but least ethical, is to use a spell at night.

You can get the Contrary Element from someone who uses it with what he sells in the Fountain Plaza. Or ask Keapon about it.

To use the Contrary Element against the Air Elemental, the Fighter needs to use his strength against the Air Elemental and then drop the Contrary Element. The Fighter and the Thief can both use throwing skills to get it into the funnel. The Magic User needs to rise above the Air Elemental and drop in the Contrary Element. Then just capture it in your container.

If you are still stumped and need real answers: See the Walk-through, Day 9, in this Hint Book.

### Fighting the Earth Elemental

First talk to Aziza and Harik about the Earth Elemental. Talk to Rakeesh about the Earth Elemental. You will need to wear down the Earth Elemental with the Contrary Element before you can capture it.

The Container can be purchased from a merchant in the Fighter's Plaza. If you are a Fighter, Rakeesh will be more than happy to loan you the Contrary Element you need for the task. Just ask some further questions about what he says when he is talking about the Earth Elemental.

If you are a Thief, talk to Harik at the Apothecary about Earth. You will need to bargain carefully for what you need.

The Magic User is able to use one of his spells against the Earth Elemental, but it will take a lot of spells to weaken it.

If you are still stumped and need real answers: See the Walk-through, Day 12,

## The Water Elemental

Water is the most important element in Raseir. It is the lifeblood of the city, and it is used for almost everything. The water elemental is a powerful force that can be harnessed to create great things, but it must be used carefully. The water elemental is a mysterious figure who is often seen near the city's many waterfalls and streams. They are known for their agility and strength, and they are often sought after by those who want to learn more about the power of water.

## Tourist Guide to the People and Places in Rustic Raseir

Raseir is a rustic town located in the heart of the desert. It is a place where people live简单 and work hard. The town is built around a central square, which is surrounded by a variety of buildings, including a mosque, a library, and a market. The town is also home to a number of traditional crafts, such as pottery and weaving. The people of Raseir are friendly and welcoming, and they are proud of their town's rich history and culture.

## The Blue Parrot Inn

The Blue Parrot Inn is a popular destination for tourists who are looking for a place to stay in Raseir. The inn is located in the center of the town, and it has a variety of rooms available for guests. The inn is known for its friendly staff and its comfortable accommodations.

The inn is also a great place to eat, with a variety of delicious meals available. The inn is located in the center of the town, and it has a variety of rooms available for guests. The inn is known for its friendly staff and its comfortable accommodations.

The inn is also a great place to eat, with a variety of delicious meals available. The inn is located in the center of the town, and it has a variety of rooms available for guests. The inn is known for its friendly staff and its comfortable accommodations.

## If you are a Thief

If you are a thief, you should be aware of the fact that Raseir is a very safe town. The people here are very honest and trustworthy, and they will not let anyone get away with stealing from them. If you are caught, you will be punished severely.

## What to See and Do at the Raseir Plaza of the Fountain.

The Plaza of the Fountain is the central hub of Raseir. It is a large, open square with a fountain in the center. The fountain is a beautiful sight, with water cascading down from a tall, ornate structure. The plaza is surrounded by a variety of buildings, including a mosque, a library, and a market. The plaza is a great place to sit and relax, or to take a walk and explore the town.

## The Harem Girl's House

The Harem Girl's House is a small, hidden gem in the heart of Raseir. It is a traditional house that has been converted into a guesthouse. The house is known for its unique architecture and its peaceful atmosphere. The house is a great place to stay if you want to experience the local culture and traditions.

## Raseir's Break-in House

Raseir's Break-in House is a traditional house that has been converted into a guesthouse. The house is known for its unique architecture and its peaceful atmosphere. The house is a great place to stay if you want to experience the local culture and traditions.

Raseir's Break-in House is a traditional house that has been converted into a guesthouse. The house is known for its unique architecture and its peaceful atmosphere. The house is a great place to stay if you want to experience the local culture and traditions.

Raseir's Break-in House is a traditional house that has been converted into a guesthouse. The house is known for its unique architecture and its peaceful atmosphere. The house is a great place to stay if you want to experience the local culture and traditions.

## The Dungeons of Raseir

The Dungeons of Raseir are a series of underground tunnels and chambers that were once used as a prison. The tunnels are dark and narrow, and they lead to various rooms and chambers. The rooms are filled with debris and trash, and they are a reminder of the town's darker past.

The Dungeons of Raseir are a series of underground tunnels and chambers that were once used as a prison. The tunnels are dark and narrow, and they lead to various rooms and chambers. The rooms are filled with debris and trash, and they are a reminder of the town's darker past.

in this Hint Book.

#### *The Water Elemental*

Ask Aziza about the Water Elemental and containers. You already have a source for the Contrary Element, as well as a container for the Water Elemental. Just don't get too close to the Water Elemental unless you have these ready.

If you are still stumped and need real answers: See the Walk-through, Day 15, in this Hint Book.

#### *Travel Guide to Raseir and Shapeir*

The only way to get to Raseir is by caravan, and the caravan leaves Shapeir on day 17. Just get a good rest the night before at the Katta's Tail Inn, and you'll be on your way in the morning.

Once you have arrived in this quaint little city, remember to obey all the rules. You will be sure to have a pleasant stay here.

#### *The Blue Parrot Inn*

Signor Ferrari at the Blue Parrot Inn is a very important man, so it is important to follow his "suggestions." This will be the place you spend the night, assuming you stay on Ferrari's good side. Ask him about Raseir, the Inn, the Emir, and rumors.

Your room is past the wall behind the bar, but you can only use it at night. Don't worry about paying for your room there. You will discover that you have already paid more than enough.

When you have been introduced to Ugarte, it is best to pay him for information. Ask him about service, water, someone expected, lackeys, fountain, and prophecy.

#### *If you see a Thief*

Make sure you contact Signor Ferrari in the proper manner when talking to him. He will give you information about a little favor he wants you to do. Follow his instructions.

#### *Meeting Vahira, Gim and Dorai, the Muscle-blues of the Fountains, page 112*

On the morning of the second day of your stay, the natives are going out of their way to stage some entertainment just for you. Be sure to visit the far-southern end of the Fountain Plaza in Raseir.

#### *The Harem Girl's House*

Give the Harem Girl what she wants, but first ask about Khaveen, marry, father, disguise, Ad Avis, Power, control, Harem, and magic. For an amusing way not to win, save the game before you enter the house, and drop your spare suit of clothes before entering.

#### *Raseir's Breakfast Blunders*

If you are a Thief - contact Ferrari in the usual way to get instructions here. Save your game before undertaking this risk.

You will need all your thief skills and equipment to handle this case. Remember the rules about being out at night, and be very, very quiet when traveling around.

Quickly use your magic item to enter before the guard returns. Once inside, be very patient and don't make any more noise than you have to.

If you do make a noise, stop and wait a few moments before moving again. Don't let the guard at the door or the identity of the house's owner distract you from your goal.

Handle the hinges and the door of the cabinet in the Advanced Thief fashion. Then quietly sneak out the way you came in.

#### *The Dungeon Escape*

There are three things you must do to escape the dungeon - open the gate, get your equipment, and find the secret passage out.

If you are a Fighter or a Magic User, use your natural skills to escape the cell.

If you are a Thief, you may be in trouble because most of your equipment is missing. Re-read the section on Improvisation (page 9) in your Adventurer's Manual. Check your inventory or the hay near the Katta prisoner.

To get the Katta to trust you, show him the gift you got on day 16 or so from the Jeweler in Shapeir. If you didn't get a gift, then try your gift of gab by

## The Fire Room

When you enter the Fire Room, which part do you see?

Walking across the room, you will see the fire gates to the left and right. These gates open up through the floor and lead you down into the earth room.

## Ad Avis

When you enter the Ad Avis, you will see the fire gates to the left and right.

Walking across the room, you will see the fire gates to the left and right.

## Things to Do and See in the Forbidden City

When you enter the room, you will see the fire gates to the left and right.

Walking across the room, you will see the fire gates to the left and right.

## Opening the Door to the City

When you enter the room, you will see the fire gates to the left and right.

Walking across the room, you will see the fire gates to the left and right.

## The Air Room

When you enter the room, you will see the fire gates to the left and right.

Walking across the room, you will see the fire gates to the left and right.

## The Water Room

When you enter the room, you will see the fire gates to the left and right.

Walking across the room, you will see the fire gates to the left and right.

When you enter the room, you will see the fire gates to the left and right.

Walking across the room, you will see the fire gates to the left and right.

## Ending the Game

### Fighter's End Game

### Emir's Palace Gates

talking about your Katta friends. Ask him about the pin, the underground, escape, the palace, Raseir, capture, and equipment.

Get your stuff and search the room. Use your strength or a spell to open the secret passage, if the Katta doesn't help. Then escape.

Ad Avis is a wonderful person, or so he says. Just do what he wants, and you will get along fine with him, if you survive. After all, you really don't have a choice!

Read the section Background and History (page 13) in your Adventurer's Manual for a historical perspective to these impressive ruins.

When Ad Avis tells you to open the door, use what Zayishah gave you (check your inventory).

Rub the magic item you made earlier to see your way around. You will need to do something in the Water Room next door to stop the wind in this room.

Set your Arcade Difficulty level in your Game Menu to a level appropriate to your own skill. Save your game. To cross the water, try it near the waterfall. Jump on at the right time, then jump off when you get near land.

Don't be sucked into thinking that's all you need to do in this room. Both the Fighter and the Magic User need to apply Force here to stop the wind in the Air Room each in his own way. The Thief needs to use his powers of observation and his Thieves' Tools ("rock picks?").

Then climb the rocks to the left of the waterfall and cross back through the Air Room and into the Fire Room.

#### The Fire Room

Stop a few seconds and observe what goes on here.

Using water on yourself, timing the fire geysers carefully, and moving quickly but cautiously through this room will greatly improve your chance of survival.

#### The Earth Room

As you enter here, it is wise to take a Healing Pill after the Fire Room. A Thief uses his rope to get down off the ledge.

A Magic User uses an up and down sort of spell (but you have to time it right). The Fighter just has to be Macho.

To open the door, you will need to say the name of the one who bound Iblis. (Read the Land of Shapeir Background and History Section (page 13) in your Adventurer's Manual.)

#### The Water Room

For a good way not to win the game, save first and check out the various treasures about the the room for interesting ways to die. Otherwise, just pass on through.

#### The Air Room

After Ad Avis leaves, use your lamp to explore the rest of the room. There is another magic item hidden here.

Ask the Djinni about wishes, master, prophecy, ring, prowess, health, and teleport. Make your wishes. The last wish should be the "Wish to teleport", so you can escape the Forbidden City.

#### The Palace

#### Palace Guards

The Fighter has no option but to fight the guards and force the door to get into the palace. Do it quickly before more guards arrive.

## **Antechamber**

Inside the Antechamber, Suleyman and your crew find the secret room. There are 2000 gold coins here. You can also take the other door to the Ritual Chamber. You can also take the stairs down to the basement.

When you leave, take your gold coins and go to the Ritual Chamber. You can also take the stairs down to the basement.

From the Ritual Chamber, take the stairs down to the basement. You will find a chest containing 1000 gold coins.

From the basement, take the stairs up to the Antechamber. You will find a chest containing 1000 gold coins.

## **Ritual Chamber**

This Chamber contains 2000 gold coins. You can also take the stairs down to the basement.

From the Ritual Chamber, take the stairs down to the basement. You will find a chest containing 1000 gold coins.

## **Wizard's End Game**

### **Emir's Palace Gates**

The Wizard has hidden himself in the bushes and has taken the path to the basement.

## **Antechamber**

Inside the Antechamber, a Porte-Feuille lies on the floor. It holds 1000 gold coins. You can also take the stairs down to the basement.

From the Antechamber, take the stairs down to the basement. You will find a chest containing 1000 gold coins.

## **Ritual Chamber**

This Chamber contains 2000 gold coins. You can also take the stairs down to the basement.

Take the stairs up to the Ritual Chamber. Inside, there are 2000 gold coins. You can also take the stairs down to the basement.

From the Ritual Chamber, take the stairs down to the basement. You will find a chest containing 1000 gold coins.

From the basement, take the stairs up to the Ritual Chamber. You will find a chest containing 1000 gold coins.

## **Thief's End Game**

### **Emir's Palace Gates**

The Thief has hidden himself in the bushes and has taken the path to the basement.

From the Emir's Palace Gates, take the stairs down to the basement. You will find a chest containing 1000 gold coins.

## **Harem**

The Thief has hidden himself in the bushes and has taken the path to the basement.

Inside the Harem, a Porte-Feuille lies on the floor. It holds 1000 gold coins. You can also take the stairs down to the basement.

From the Harem, take the stairs down to the basement. You will find a chest containing 1000 gold coins.

## **Outside the Ritual Chamber**

The Thief has hidden himself in the bushes and has taken the path to the basement.

From the Outside the Ritual Chamber, take the stairs down to the basement. You will find a chest containing 1000 gold coins.

### *Antechamber*

Once in the Antechamber, listen and wait until the guard leaves. Then jump down from the balcony (or slide down the rope) and challenge Khaveen to a duel.

Never give up, but you will need to be a very skilled Fighter to defeat Khaveen.

Get your weapon while you can.

Save your game.

Then head for the door to the Ritual Chamber. You will take some damage from this door, so be prepared.

### *Ritual Chamber*

You have no time to waste in this room.

Avoid combat with the living statue. Remember your EOF test.

Kick over a candle.

Move to the left of the screen and run towards Ad Avis before he can cast too many spells.

Don't let a little fire stop you from getting to Ad Avis.

### *Witch's Egg Chamber*

#### *Guarded Passage*

The Magic User must "Dazzle" the guards, and then "Open" the palace gates to enter.

### *Antechamber*

After the guard leaves, allow Khaveen to relax with a spell.

When Khaveen is out of the way, use a spell to get down.

Prepare yourself with a spell to face Ad Avis. Save your game.

Use Magic to open the door to the Ritual Chamber and then go in.

### *Fish Fountain*

You have no time to waste here.

Cast a spell to stop the living statue (remember the WIT Earth Challenge?).

Cast a spell at one of the unlit candles to keep Ad Avis from lighting it.

Now you have made Ad Avis really mad. If you are protected, Ad Avis will not be able to cast a spell directly at you, but unfortunately, he has the same spell (remember the spell description in your Adventurer's manual?).

You will need to use an indirect spell against him in an indirect way before he figures out how to get you.

Move a bit left, then cast a spell which can bounce off the wall and knock the brazier into Ad Avis to defeat him. (Remember the WIT Water Challenge?)

### *Palace Gates*

#### *Eunuch Guards*

First, Sneak in the shadows up to the wall.

Wait until the Eunuch guard is not going to spy you.

Use your rope to get up the wall.

Go off the side with the sign from the Servant Woman.

### *Harem*

Enjoy the show, but when it's time to go - go!

### *Witch's Egg Chamber*

#### *Guarded Passage*

Timing is essential in this room. Save your game just in case.

First, hide behind the Fish Fountain and let the Harem Girl distract the one guard.

Keep your eye on the roving guard, and be ready to move before he can see you.

Hide behind the table until the roving guard is out of the room.

Quickly sneak to the door outside.

### *Antechamber*

Save your Game.

You will first need to use your rope and all your balancing skills to get over to Ad Avis.

Throw something at one of the candles to stop the ritual. Carefully avoid the spells Ad Avis is throwing at you.

## Puzzle Points

**WARNING:** Do not read this section until you have finished the game. It contains specific information that will spoil the game for you.

Points that all character types can get (400 total)

**City of Shapeir (211 total)**

Location	Point Value
Desert Outside Shapeir	100
Shapeir	100
Shapeir, Outside	100

**City of Raseir, Forbidden City, and Endgame (103 total)**

Location	Point Value
Raseir	100
Forbidden City	3
Endgame	3

**Desert Outside Shapeir (86 total)**

Location	Point Value
Desert Outside Shapeir	86

Location	Point Value
Desert Outside Shapeir	100
Shapeir	100
Shapeir, Outside	100
Desert Outside Raseir	100
Raseir	100
Forbidden City	3
Endgame	3

## City of Raseir, Forbidden City, and Endgame (103 total)

Location	Point Value
Raseir	100
Forbidden City	3
Endgame	3

## Points that only Fighters can get (100 total)

Location	Point Value
Desert Outside Shapeir	100
Desert Outside Raseir	100
Forbidden City	100
Endgame	100

Move across to the right pillar to get a direct line of sight at Ad Avis, and throw everything you've got at him.

#### *City of Dara (Desert) (103 Points)*

Each character class can get up to 500 Puzzle Points, with the exception of a Fighter or Magic User who becomes a Paladin (either can get up to 550 Puzzle Points). A Thief/Paladin can only get 500 Puzzle Points, since many Thief activities make it impossible to become a Paladin.

#### *Puzzles (100 Points)*

What	Where	# of Points
Change Spielburg Money	Money Changer	7
Buy Compass	Gate Plaza (Alichica)	7
Buy Map	Gate Plaza (Alichica)	7
Sign Log Book	Guildhall	3
Give Money to Beggar	Gate or Fountain Plaza	3
Find Astrologer	Astrologer (Abu)	5
Have Fortune Told	Astrologer (Abu)	5
Buy Saurus/Emir	Saurus Lot (Town Gates)	7
Ask Harik About Earth	Apothecary	3
Ask Harik About Fire	Apothecary	3
Buy Incense	Apothecary (Harik)	7
Get Dispel Potion	Apothecary (Harik)	7
Buy Brass Lamp	Fountain Plaza (Tashtari)	7
Capture Fire Elemental	Gate Plaza/Street	20
Get Fire Reward	Guildhall (Rakeesh)	3
Ask Keapon About Air	Magic Shop	5
Get Bellows	Weapon Shop or Plaza	7
Capture Air Elemental	Palace Plaza	20
Get Air Reward	Katta's Tail Inn (Omar)	3
Buy Cloth Bag	Fighter's Plaza (Kiram)	7
Capture Earth Elemental	Shapeir Streets	20
Solve Aziza's Riddles	Enchantress (Aziza)	7
Ask Aziza About Tree	Enchantress	7
Visit Aziza with Saurus	Enchantress (Day 16)	7
Capture Water Elemental	Fountain Plaza	20
Get Earth/Water Reward	Katta's Tail Inn (Omar)	6
Listen to Omar's Poetry	KTI or Fountain Plaza	3

#### *Receive Gift of Pin*

What
Find Griffin
Get Griffin Feather
Water Tree
Tell Tree About Self
Give Magic Earth
Tell Tree About Earth
Hug a Tree
Tell Tree Her Name
Get Magic Fruit
Get Dervish's Beard
Ask Dervish About Beast
Find Caged Beast
Feed Caged Beast
Dispel Enchantment

#### *Palace Plaza (Sashanan)*

Where	# of Points
Griffin's Lair (Desert)	3
Griffin's Lair (Desert)	7
Tree Woman (Desert)	7
Tree Woman (Desert)	5
Tree Woman (Desert)	7
Tree Woman (Desert)	5
Tree Woman (Desert)	5
Tree Woman (Desert)	5
Oasis	5
Oasis	5
Caged Beast (Desert)	5
Caged Beast (Desert)	5
Caged Beast (Desert)	15

#### *City of Rayan, Forbidden City and Sharmine (103 Points)*

What
Give Spare Clothes
Give Visa
Win Sharaf's Trust
Escape from Prison
Use Mirror to Open Door
Block Airflow
Survive Water Room
Survive Fire Room
Survive Earth Room
Pass Suleiman's Door
Survive Treasure Room
Get Djinni Ring
Ask Djinni About Wishes
Complete the Game

Where	# of Points
Harem Girl's House (Zayishah)	5
Harem Girl's House (Zayishah)	5
Raseir Jail (Sharaf)	7
Raseir Jail	7
Outside Forbidden City	5
Forbidden City (Water)	7
Forbidden City (Water)	7
Forbidden City (Fire)	7
Forbidden City (Earth)	7
Forbidden City (Earth)	7
Forbidden City	5
Tomb of Iblis	7
Tomb of Iblis	7
End Ceremony	20

#### *Desert (103 Points)*

What
Buy Poison Cure Potion
Defeat a Brigand
Defeat a Jackalman Band
Defeat a Ghoul
Get Ghoul Claws
Defeat a Scorpion
Get Scorpion Tail

Where	# of Points
Apothecary (Harik)	3
Desert	5
Desert	3
Desert	3

### Points that only Magic Users can get (100 total)

### Points that only Thieves can get (100 total)

### Bonus Puzzle Points for Paladins (awarded at the End Ceremony, 50 total)

### Other requirements for becoming a Paladin

### Spells and Where to Find Them

If you start the game with any skill in Magic, you are provided with all of the spells from Quest for Glory I: So You Want To Be A Hero that you can't otherwise obtain in Quest for Glory II. Your initial Skill level in these spells will be the same as your Magic Skill. Just to be fair, characters imported from Quest for Glory I that may have missed a spell or two will likewise be granted

Defeat a Terror Saurus	Desert	3
Ask About Monsters	Guildhall (Uhura)	3
Practice with Uhura	Guildhall	5
Ask About Paladins	Guildhall/Plaza (Rakeesh)	3
Borrow Soulforge	Guildhall/Plaza (Day 12/13)	7
Practice with Rakeesh	Guildhall (Day 16)	5
Win Arm-Wrestling	Weapon Shop (Issur)	7
Join the EOF	EOF House (Day 15)	7
Enter Emir's Palace	Palace (Endgame)	5
Defeat Khaveen	Palace (Endgame)	15
Defeat Ad Avis	Ritual Chamber (Endgame)	15

Points available from these actions (100 total)

What
Find WIT magic arrows
Find/Enter WIT
Pass WIT Pre-test
Pass WIT Air test
Pass WIT Earth test
Pass WIT Water test
Pass WIT Fire test
Refuse to go to school
Survive Antechamber
Defeat Ad Avis

Where	# of Points
Shapeir streets	7
WIT	11
WIT	7
WIT	15
WIT	7
Palace (Endgame)	7
Ritual Chamber (Endgame)	25

What
Make Thieves' sign
Fence stolen goods
Buy oil
Buy Powder of Burning
Buy magic rope
Break in to house
Use oil on cabinet hinges
Steal silver tea set
Steal bowl
Steal Dinars
Steal Silver Dagger
Break in to Issur's
Steal Issur's money
Win tightrope challenge
Make Thieves' sign to Ferrari
Break in to Khaveen's house
Use oil on cabinet hinges

Where	# of Points
Money Changer	3
Money Changer	3
Apothecary	3
Apothecary	5
Magic Shop	5
Shapeir Breakin House	3
Shapeir Breakin House	5
Weapon Shop	3
Weapon Shop	3
Fighters' Plaza	5
Blue Parrot Inn	5
Khaveen's House	3
Khaveen's House	3

Steal the black bird
Give bird to Ferrari
Make it into the Harem
Make it past Eunuch guards
Create tightrope
Defeat Ad Avis

Khaveen's House	5
Blue Parrot Inn	3
Palace Harem (Endgame)	3
Eunuch Room (Endgame)	5
Palace Tightrope (Endgame)	3
Palace Tightrope (Endgame)	20

*Paladin Puzzle Points for Paladins (awarded at the End Ceremony, 50 total)*

What	# of Points
Give more than once to Beggar	5
Impress Aziza with manners	3
Return Rakeesh's sword	5
Return Omar's lost purse	7
Refuse to kill EOF fighter	7
Let Khaveen get sword (or use Calm spell on Khaveen)	(7)
Qualify as Paladin	6
Be Officially Recognized	10
Attack Griffin (negative)	-10

In addition, Magic Users and Thieves who manage to qualify as Paladins receive an extra 12 Points, since they don't get the opportunity to return Rakeesh's sword or spare the EOF fighter's life (besides, it made the numbers add up nicely!).

*Other requirements for becoming a Paladin*

1. You must have an Honor score of at least 75.
2. You must have at least 25 Paladin Puzzle Points.
3. You must not have done any of the following dishonorable acts:
  - a. Break into Khaveen's house.
  - b. Break into Shapeir breakin house.
  - c. Steal money from Omar's purse.
  - d. Kill EOF Fighter.
  - e. Kill Khaveen when he's helpless.
  - f. Try to keep Rakeesh's sword.

*Paladin Skills & Spells*

If you start the game with any skill in magic, you are provided with all of the spells from Quest for Glory I: So You Want To Be A Hero that you can otherwise obtain in Quest for Glory II. Your initial Skill level in these spells will be the same as your magic skill. Just to be fair, characters imported from Quest for Glory I that may have learned a spell or two will likewise be given

those spells.

**Spells available for sale at Keapon Laffin's Magic Shop are:**

Healing Brew, 200 Gold

Flame Orb, 100 Gold

Lightning Bolt, 100 Gold

Call of the Elements, 300 Gold

Teleport, 100 Gold

**Possible Inventory Items and Where to Get Them**

**NOTE:** The more weight you carry, the faster you tire, the more slowly you heal, and the worse you fight. It is not a good idea to pick up items unless you have a specific use for them. (Of course, you don't want to drop "special" items like Essences of Elemental that you may need later in the game, either!)

**WARNING:** Don't read this until after you've completed the game, or if you are really stuck. The items and their descriptions contain hints that may spoil the game for you.

Item	Description
Giant Mana	Increases mana regeneration by 200%.
Healing Mana	Increases mana regeneration by 100%.
Essential Mana	Increases mana regeneration by 50%.
Elemental Mana	Increases mana regeneration by 25%.
Soul Mana	Increases mana regeneration by 20%.
Essential Mana	Increases mana regeneration by 20%.
Soul Mana	Increases mana regeneration by 15%.
Elemental Mana	Increases mana regeneration by 10%.
Giant Mana	Increases mana regeneration by 10%.
Healing Mana	Increases mana regeneration by 5%.
Essential Mana	Increases mana regeneration by 5%.
Lightning Orb	Causes your attacks to deal lightning damage.
Call of the Elements Orb	Causes your attacks to deal elemental damage.
Flame Orb	Causes your attacks to deal fire damage.
Water Orb	Causes your attacks to deal water damage.
Wind Orb	Causes your attacks to deal wind damage.
Ice Orb	Causes your attacks to deal ice damage.
Explosive Orb	Causes your attacks to deal explosive damage.
Blink Orb	Causes your attacks to deal blinding damage.
Healing Brew	Heals the user for 100 health.
Flame Brew	Causes the user to catch on fire for 10 seconds.
Lightning Brew	Causes the user to receive lightning damage for 10 seconds.
Call of the Elements Brew	Causes the user to receive elemental damage for 10 seconds.
Water Brew	Causes the user to receive water damage for 10 seconds.
Wind Brew	Causes the user to receive wind damage for 10 seconds.
Ice Brew	Causes the user to receive ice damage for 10 seconds.
Explosive Brew	Causes the user to receive explosive damage for 10 seconds.
Blink Brew	Causes the user to receive blinding damage for 10 seconds.
Teleport	Makes the user teleport to a random location.
Call of the Elements	Causes the user to attack with an element.
Healing Potion	Heals the user for 50 health.
Flame Potion	Causes the user to catch on fire for 5 seconds.
Lightning Potion	Causes the user to receive lightning damage for 5 seconds.
Call of the Elements Potion	Causes the user to attack with an element.
Water Potion	Causes the user to receive water damage for 5 seconds.
Wind Potion	Causes the user to receive wind damage for 5 seconds.
Ice Potion	Causes the user to receive ice damage for 5 seconds.
Explosive Potion	Causes the user to receive explosive damage for 5 seconds.
Blink Potion	Causes the user to receive blinding damage for 5 seconds.
Teleport Potion	Makes the user teleport to a random location.
Essence of Water	Causes the user to attack with water.
Essence of Wind	Causes the user to attack with wind.
Essence of Ice	Causes the user to attack with ice.
Essence of Fire	Causes the user to attack with fire.
Essence of Lightning	Causes the user to attack with lightning.
Essence of Explosives	Causes the user to attack with explosives.
Essence of Soul	Causes the user to attack with soul energy.
Essence of Elemental	Causes the user to attack with all elements.
Soul Stone	Restores 20 health and 10 mana.
Flame Stone	Causes the user to catch on fire for 5 seconds.
Lightning Stone	Causes the user to receive lightning damage for 5 seconds.
Call of the Elements Stone	Causes the user to attack with an element.
Water Stone	Causes the user to receive water damage for 5 seconds.
Wind Stone	Causes the user to receive wind damage for 5 seconds.
Ice Stone	Causes the user to receive ice damage for 5 seconds.
Explosive Stone	Causes the user to receive explosive damage for 5 seconds.
Blink Stone	Causes the user to receive blinding damage for 5 seconds.
Teleport Stone	Makes the user teleport to a random location.
Essential Stone	Restores 20 health and 20 mana.
Elemental Stone	Restores 20 health and 20 mana.
Soul Essence	Restores 20 health and 20 mana.
Elemental Essence	Restores 20 health and 20 mana.
Wind Essence	Restores 20 health and 20 mana.
Ice Essence	Restores 20 health and 20 mana.
Water Essence	Restores 20 health and 20 mana.
Lightning Essence	Restores 20 health and 20 mana.
Explosive Essence	Restores 20 health and 20 mana.
Blink Essence	Restores 20 health and 20 mana.
Teleport Essence	Makes the user teleport to a random location.

Healing Brew	Heals the user for 100 health.
Flame Brew	Causes the user to catch on fire for 10 seconds.
Lightning Brew	Causes the user to receive lightning damage for 10 seconds.
Call of the Elements Brew	Causes the user to attack with an element.
Water Brew	Causes the user to receive water damage for 10 seconds.
Wind Brew	Causes the user to receive wind damage for 10 seconds.
Ice Brew	Causes the user to receive ice damage for 10 seconds.
Explosive Brew	Causes the user to receive explosive damage for 10 seconds.
Blink Brew	Causes the user to receive blinding damage for 10 seconds.
Teleport Brew	Makes the user teleport to a random location.
Essence of Water	Causes the user to attack with water.
Essence of Wind	Causes the user to attack with wind.
Essence of Ice	Causes the user to attack with ice.
Essence of Fire	Causes the user to attack with fire.
Essence of Lightning	Causes the user to attack with lightning.
Essence of Explosives	Causes the user to attack with explosives.
Essence of Soul	Causes the user to attack with soul energy.
Essence of Elemental	Causes the user to attack with all elements.
Soul Stone	Restores 20 health and 10 mana.
Flame Stone	Causes the user to catch on fire for 5 seconds.
Lightning Stone	Causes the user to receive lightning damage for 5 seconds.
Call of the Elements Stone	Causes the user to attack with an element.
Water Stone	Causes the user to receive water damage for 5 seconds.
Wind Stone	Causes the user to receive wind damage for 5 seconds.
Ice Stone	Causes the user to receive ice damage for 5 seconds.
Explosive Stone	Causes the user to receive explosive damage for 5 seconds.
Blink Stone	Causes the user to receive blinding damage for 5 seconds.
Teleport Stone	Makes the user teleport to a random location.
Essential Stone	Restores 20 health and 20 mana.
Elemental Stone	Restores 20 health and 20 mana.
Soul Essence	Restores 20 health and 20 mana.
Elemental Essence	Restores 20 health and 20 mana.
Wind Essence	Restores 20 health and 20 mana.
Ice Essence	Restores 20 health and 20 mana.
Water Essence	Restores 20 health and 20 mana.
Lightning Essence	Restores 20 health and 20 mana.
Explosive Essence	Restores 20 health and 20 mana.
Blink Essence	Restores 20 health and 20 mana.
Teleport Essence	Makes the user teleport to a random location.

Detect Magic

Trigger

Force Bolt

Dazzle

Levitate

When you successfully complete the WIT entrance examination, Erasmus will give you a graduation gift of the Reversal spell.

**Possible Inventory Items and Where to Get Them**

**WIT:** The more weight you carry, the slower you run, the more slowly you heal, and the worse you fight. It is not a good idea to pick up items unless you have a specific use for them! (Of course, you don't want to drop "special" items like Essences of Elemental that you may need later in the game, either.)

**WARNING:** Don't read this until after you've completed the game, or if you are really quick. The names and short descriptions contain hints that may spoil the game for you!

**Item**

Pieces of Paper  
Leather Armor  
Chainmail Armor  
Shield  
Lock Picks  
Thieves' Tool Kit  
Thieves' Guild License  
Gold Coins

Brass Centimes  
Golden Dinars

Map of Shapeir  
Compass  
Food Rations  
Broadsword

**Where to Find It**

Actually, I don't think you get any of these!  
Start of Game for Magic Users and Thieves only  
Start of Game for Fighters only  
Start of Game for Fighters only  
Start of Game for non-Thieves with Pick Lock skill  
Start of Game for Thieves  
Start of Game for Thieves  
Start of Game (currency left over from  
Spielburg)  
Cheap treasure (and change from merchants)  
Better treasure (and change from Money  
Changer)  
Gate Plaza (Alichica)  
Gate Plaza (Alichica)  
Fountain Plaza (Scoree & Sloree)  
Start of Game for Fighters only

Fine Sword

Daggers

Bellows

Small Rocks

Whirls of Beard

Worthless X-Ray Glasses

Magic Rope

Pouches of Incense

Containers of Oil

Powder of Burning

Healing Pills

Mana Pills

Vigor Pills

Poison Cure Pills

Dispel Potions

Flower Bouquets

Sapphire Pin

Griffin Feather

Scorpion Tails

Ghoul Claws

Soulforge (Flaming Sword)

Pots of Dirt

Brass Lamps

Baskets

Empty Pots

Fruit of Compassion

Waterskins

Cloth Bags

EOF Secret Membership Badge

Raseirian Visa

Essence of Water Elemental

Djinni Ring

Hand Mirror

Black Bird (Maltese Falcon?)

Change of Clothing

Saurus (Enchanted Emir)

Weapon Shop off Fighters' Plaza (Issur)

Weapon Shop off Fighters' Plaza (Issur)

Weapon Shop off Fighters' Plaza (Issur)

Pick them up in the desert

Oasis (Dervish)

Magic Shop (Keapon Laffin)

Magic Shop off Fountain Plaza (Keapon -  
only if you can climb)

Apothecary off Fountain Plaza (Harik)

Apothecary off Fountain Plaza (Harik)

Apothecary off Fountain Plaza (Harik)  
(Thieves only)

Apothecary off Fountain Plaza (Harik)

Gate Plaza (Lisha)  
Shapeir Palace Plaza (Sashanan after cap-  
turing Water Elemental)

Griffin's Lair in the Desert

Desert (have to kill the Scorpion first!)

Desert at night (have to kill the Ghoul first!)

Guildhall or Fighter's Plaza (Rakeesh)

Fountain Plaza (Lasham)

Fountain Plaza (Tashtari)

Um, I don't think we let you buy these

What you get when you run out of dirt!

Enchanted Tree in the Desert

Fighter's Plaza (Mirak)

Fighter's Plaza (Kiram)

EOF Testing House (Day 15)

Raseir Gate Plaza (Khaveen)

Fountain Plaza (first you have to catch it!)

Tomb of Iblis in the Forbidden City

Harem Girl's (Emir's Daughter) House in  
Raseir

Khaveen's House in Raseir

Given to you by Shema when you leave  
Shapeir

Saurus Lot (just outside Shapeir gates after

## Character Types

Character Type	Description
Warrior	Strong and durable, Warriors are the best fighters in the game.
Thief	Stealthy and quick, Thieves are great at getting around.
Sorcerer	Smart and mysterious, Sorcerers can cast powerful magic.
Healer	Healers can restore health to their allies.
Archer	Arches have long range attacks and can hit multiple targets.
Paladin	Paladins are religious figures who fight for justice.
Rogue	Rogues are skilled at sneaking up on enemies and taking them down from behind.
Mage	Mages are experts in magic and can cast powerful spells.
Necromancer	Necromancers can raise the dead and control them as undead minions.
Druid	Druuids are nature spirits who can transform into animals or use their connection to nature to heal.
Warlock	Warlocks are dark magicians who can summon demons and other阴暗 creatures.
Monk	Monks are disciplined fighters who can perform acrobatic moves and strikes.
Assassin	Assassins are expert at killing from a distance and can sneak up on enemies.
Wizard	Wizards are powerful mages who can cast spells from a distance.
Elementalist	Elementalists can control fire, water, earth, and air elements.
Barbarian	Barbarians are fierce fighters who can charge into battle and do massive amounts of damage.
Paladin	Paladins are religious figures who fight for justice.
Warrior	Strong and durable, Warriors are the best fighters in the game.
Thief	Stealthy and quick, Thieves are great at getting around.
Sorcerer	Smart and mysterious, Sorcerers can cast powerful magic.
Healer	Healers can restore health to their allies.
Archer	Arches have long range attacks and can hit multiple targets.
Paladin	Paladins are religious figures who fight for justice.
Rogue	Rogues are skilled at sneaking up on enemies and taking them down from behind.
Mage	Mages are experts in magic and can cast powerful spells.
Necromancer	Necromancers can raise the dead and control them as undead minions.
Druid	Druuids are nature spirits who can transform into animals or use their connection to nature to heal.
Warlock	Warlocks are dark magicians who can summon demons and other阴暗 creatures.
Monk	Monks are disciplined fighters who can perform acrobatic moves and strikes.
Assassin	Assassins are expert at killing from a distance and can sneak up on enemies.
Wizard	Wizards are powerful mages who can cast spells from a distance.
Elementalist	Elementalists can control fire, water, earth, and air elements.
Barbarian	Barbarians are fierce fighters who can charge into battle and do massive amounts of damage.

## Walk-Through

**Warning:** This contains specific information designed to get a player entirely through the game. This is not the fun way to play. Part of this game is like a mystery -- you need to talk to people to find out what is going on. This walk-through takes you through just one of the shortest paths to finishing "Trial by Fire". There are many other ways to play. To truly explore and enjoy this game, play the game first (preferably once each with all three character types), then read the sections room by room in this Hint Book to discover what you missed.

Many of the puzzles in this game have several ways to solve them, but this walk-through will only explore one particular way for each character type to approach the problems.

## Beginning the Game: Day One

The game begins with a short intro sequence showing the main character, a Warrior, fighting off a group of bandits. After the intro, you are given the choice of three character types: Warrior, Thief, and Sorcerer. You can switch between them at any time during the game, but it's recommended to stick with one type for the easiest path. For this walk-through, we'll be playing as a Thief. You start in a small village where you can buy supplies and talk to NPCs. One NPC, a local merchant, gives you your first quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the treasure, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the missing artifact in the ruined temple". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the artifact, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the treasure, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the missing artifact in the ruined temple". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the artifact, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the treasure, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the missing artifact in the ruined temple". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the artifact, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the treasure, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the missing artifact in the ruined temple". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the artifact, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

## Day Two

Today you continue your journey through the forest. You pass by several small villages and towns, each with its own unique atmosphere and NPCs. In one town, you meet a local merchant who offers you a quest: "Find the missing artifact in the ruined temple". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the artifact, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the treasure, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the missing artifact in the ruined temple". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the artifact, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the treasure, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the missing artifact in the ruined temple". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

After finding the artifact, head back to the village. Talk to the local merchant again, and he'll give you another quest: "Find the hidden treasure in the nearby forest". You can take this quest or ignore it and continue exploring the village. If you choose to take the quest, follow the path out of town and into the forest. Along the way, you'll encounter several bandits who attack you. Use your stealth skills to sneak up on them and take them down without being noticed. Once you reach the forest, look for a small clearing where a chest lies hidden under a rock. Open the chest to find gold coins and some healing potions. You're now ready to continue your journey.

Bags of Sand

Essence of Earth Elemental

Silver Tea Service

Emerald Bowl

Silver Dagger

Omar's Leather Purse

Rusty Nail

1st day)

Get a cloth bag and collect some sand in  
the desert

Streets of Shapeir (first you have to kill it!)

Shapeir break-in house

Shapeir break-in house

Shapeir break-in house

Fountain Plaza (dropped by Omar after  
poetry reading)

Raseir Prison cell (only if you don't have  
Sapphire Pin)

#### Walk Through

Warning: This section has specific instructions you should begin as soon as you enter through the gate. This is not the best way to play. However, this game is like a mystery - you need to wait to learn so that you won't be giving away. This walk-through will get you throughout first one of the classical paths to "Walking". "Walking" is a path. There are many other ways to do this. You may explore and enjoy this game, play the game how you would like. Just make sure you have completed typical, the usual, the standard routes by route to the Final Challenge, when you return.

Start at the entrance to the game. Take several steps to the left, and walk through until you come across a particular road for oasis connection type who responds the problem.

#### Starting the Game Day One

First, read your manuals and the beginning sections in this hint book on playing and designing the type of character you wish to play. Select "Start New Character" from the Scroll Screen, assign a name and allocate your points. Press [ENTER] to start the game.

Katta's Tail Inn. Set Arcade Level to "Easiest". Type "Stand". Exit room through bottom of screen. Exit Gate Plaza through top of screen. Walk down the street until you come to a crossroads. Turn left. Continue walking along the street until you come to next intersection with Tarik of Kattas. Turn right. Proceed until you come to intersection with "Kital Darb". Turn right. Proceed until you come to intersection with "Naufara Darb". Turn right. Proceed until

you come to intersection with "Dinar Tarik". Turn Right. Proceed until you come to intersection with "Centime Tarik". Turn left. Proceed until you arrive at Money Changer's.

Type "Exchange Money". Exchange all of your Spielburg gold coins. Thief Character Only: Make Thief Sign.

Return back the way you came to the Gate Plaza. Approach Alichica's stand. Type "Buy Map". Type "Buy Compass". Save Game.

Type "use map". Place cursor on right side of Fighter's Plaza. Press [Enter] or Click mouse. Approach Cloth Merchant stand. Type "Buy Cloth Bag". Approach Leather Merchant stand. Type "Bargain for Waterskin". Exit bottom. Enter Guild Hall. Approach book. Type "Sign name". Type "Ask about Monsters". Approach Quest Board. Type "Read Quest Board". Read through quests. Proceed through door on right and practice fighting with Uhura.

Exit room off the bottom. Type "Ask about Paladins" to the Liontaur (lion-man).

Type "Use Map". Select Katta's Tail Inn. Type "Sit". Type "order food". After Shema arrives, Type "eat". Type "Stand". Follow Shema off left to Sleep Room. Select "until dawn".

Katta's Tail Inn: Standard Morning Activities: Type "Sit". Type "eat". Type "Stand". Exit south. Save Game.

Type "Use Map". Select Guild Hall. Practice combat with Uhura. (Fighter should do this every morning.) Exit bottom of screen.

Thief Character only: Type "Take challenge". Type "give dinar". Type "climb". Attempt this several times for practice.

Type "Use Map" Select lower section of "Fountain Plaza". Go through the door on the left to enter Apothecary. Type "Bargain for Healing Pills". Repeat question. Type "Bargain for Poison Cure Pills". "Bargain for Vigor pills". Exit.

Thief Character Only: Type "Bargain for oil". Exit.

South Fountain Plaza: Approach Fountain. Type "Get Water". Exit bottom of screen. North Fountain Plaza: Approach Brass Merchant. Type "Bargain for

July 2009 - Day 3

Marine Reserves were first established in 1990.

First Marine Reserve - Tully River (approx 19 km)

Second Marine Reserve - Tully River (approx 19 km)

Third Marine Reserve - Tully River (approx 19 km)

Fourth Marine Reserve - Tully River (approx 19 km)

Fifth Marine Reserve - Tully River (approx 19 km)

Sixth Marine Reserve - Tully River (approx 19 km)

Seventh Marine Reserve - Tully River (approx 19 km)

Eighth Marine Reserve - Tully River (approx 19 km)

Ninth Marine Reserve - Tully River (approx 19 km)

Tenth Marine Reserve - Tully River (approx 19 km)

Eleventh Marine Reserve - Tully River (approx 19 km)

Twelfth Marine Reserve - Tully River (approx 19 km)

Thirteenth Marine Reserve - Tully River (approx 19 km)

Fourteenth Marine Reserve - Tully River (approx 19 km)

Fifteenth Marine Reserve - Tully River (approx 19 km)

Sixteenth Marine Reserve - Tully River (approx 19 km)

Seventeenth Marine Reserve - Tully River (approx 19 km)

Eighteenth Marine Reserve - Tully River (approx 19 km)

Nineteenth Marine Reserve - Tully River (approx 19 km)

Twenty-first Marine Reserve - Tully River (approx 19 km)

Twenty-second Marine Reserve - Tully River (approx 19 km)

Twenty-third Marine Reserve - Tully River (approx 19 km)

Twenty-fourth Marine Reserve - Tully River (approx 19 km)

Twenty-fifth Marine Reserve - Tully River (approx 19 km)

Twenty-sixth Marine Reserve - Tully River (approx 19 km)

Twenty-seventh Marine Reserve - Tully River (approx 19 km)

Twenty-eighth Marine Reserve - Tully River (approx 19 km)

Twenty-ninth Marine Reserve - Tully River (approx 19 km)

Thirty-first Marine Reserve - Tully River (approx 19 km)

Thirty-second Marine Reserve - Tully River (approx 19 km)

Thirty-third Marine Reserve - Tully River (approx 19 km)

Thirty-fourth Marine Reserve - Tully River (approx 19 km)

Thirty-fifth Marine Reserve - Tully River (approx 19 km)

Thirty-sixth Marine Reserve - Tully River (approx 19 km)

Thirty-seventh Marine Reserve - Tully River (approx 19 km)

Thirty-eighth Marine Reserve - Tully River (approx 19 km)

Thirty-ninth Marine Reserve - Tully River (approx 19 km)

Forty-first Marine Reserve - Tully River (approx 19 km)

Forty-second Marine Reserve - Tully River (approx 19 km)

### Day Three

0600 - PC 100 Standard 100% Acetone (approx 100 ml)

0700 - Plaza, Eureka! As far as we could see, everything was fine and nothing had changed.

0700 - Acetone 100% Acetone (approx 100 ml)

0700 - PC 100 Standard 100% Acetone (approx 100 ml)

0700 - Acetone 100% Acetone (approx 100 ml)

Lamp". Enter Magic Shop.

Magic User Character Only: Type "Ask About Spells."

Thief Character Only: Type "Ask about Rope".

Exit. Type "Use Map". Select Gate Plaza. Exit off bottom.

Saurus Stable: When Ali Fakir pauses, Type "Bargain for Saurus".

After Ali Fakir leaves, Type "Mount Saurus". Exit room South.

City Overlook. Save Game. Exit bottom of screen. Ride Saurus for five more screens (you will switch camera angles at one point, but you are still heading south).

While traveling in the Desert: If you encounter a monster, pause game. Read section on "How to Fight a Monster" in this Hint Book. Defeat Monster. Exit room. Re-enter room. Type "Mount Saurus".

Turn left and head east for three more screens until you reach Oasis. Type "Get Water". Type "Get Beard". Type "Go Home".

Saurus stable: Type "Dismount saurus". Exit to North.

Gate Plaza: Enter Katta's Tail Inn. Type "sit". After performance, Standard Evening Activities. Type "order food". Type "eat". Type "stand" and enter sleep room. Sleep until dawn.

Katta's Tail Inn: Standard Morning Activities. Save Game.

Gate Plaza: Exit top. At first intersection, turn right onto Shmali Tarik. Proceed until you come to "Tarik of Stars". Turn right. Proceed to Astrologer's House. Type your character's name to Abu's question. Type "Ask about Fortune". Type "Tell about self". Exit to street.

Use map to Fountain Plaza South. Give coin to beggar. Exit bottom of screen. Enter Magic Shop and Type "Sell Whirl".

Magic User Character: check inventory with the [TAB] key. Bargain for all spells you don't have, if you have the money to pay for them.

Exit top. Proceed along Shmali Tarik until you come to intersection with Sitt Tarik. Turn left onto Sitt Tarik. Knock on Door. Answer first question by typing your character's name. Answer with "Keapon Laffin". Answer with "Air". Answer with "Aziza".

Aziza's House: Go over to steps and step down. Answer "Yes". Type

"Farewell".

Magic User Character: Return to "Shmali Tarik". Head North ("use compass") to "Khalsa Darb". Turn left. Type "Cast Detect Magic". Proceed until you come to "Kudra Darb" and turn right. Proceed until you come to "Sahir Tarik". Turn right. Type "Cast Detect Magic". Type "Cast Open". Enter WIT. Answer with name. Answer with "Wizard". Answer with "Erasmus". Enter into Pre-test room. Type "Cast detect magic". Type "Cast Fetch". Type "Trigger". (If you are missing a spell, type a wrong spell and try again another time after you have it.)

Re-enter WIT. Answer with "Yes". Enter Initiation test. When staff is whirling, Type "Cast Fetch" (aim at staff). As staff approaches, Type "Cast Levitate". Use [Up Arrow] key to rise and maintain altitude above staff. When stone wall appears, type "Cast Trigger" (aim at wall). After wall transforms, Type "Cast Dazzle". After climbing over wall, Type "Cast Trigger" (aim at wall).

When ice appears, Type "Cast Flame Dart" (aim at ice). After water passes, Type "Cast Force Bolt" (aim at crack near center of ice). Repeat Force Bolts until ice splits off screen.

When door appears, Type "Cast Open". Next, Type "Cast Calm". Type "Cast Fetch" (aim at door). Type "Cast Force Bolt" (aim at top of door). Use your bridge.

WIT: Answer with "No". Congratulations, you are now a Wizard Initiate. Exit and hit [Control D] to find out time of day. Explore town until evening.

Fighter Character Only: Use map to go out to Saurus Stable. "Get Saurus" and go out into the desert to fight monsters. Use Healing and Vigor Pills as needed to restore Health Points and Stamina. Return if you run out of pills or night falls.

During the next few days, the Fighter needs to go out into the desert and defeat one of each of the following monsters in order of toughness: Jackal-man, Brigand, Ghoul, Scorpion, and Terrorsaurus. Some of these monsters are only out at night. After monster is defeated, get Ghoul's Claws and Scorpion's Tail to sell to the Apothecary. Explore the desert daily with your saurus and try not to get killed.

Thief Character Only: Return to Katta Tail Inn. Go into Sleep Room and sleep

unfortunately, I do not believe anything can be done about it, but I am grateful for your support.

Final Review: Friday, November 20, 2004, 10:00 AM-11:00 AM, Auditorium, University of Alberta, 3-100, 10420 82nd Street, Edmonton, Alberta, T6G 2G5, Canada.

The first step in the process is to identify the money manager. Portfolio managers are not the same as hedge fund managers. Hedge fund managers have the ability to make large investments in stocks, bonds, and other assets. Portfolio managers, on the other hand, are limited to managing the assets of their clients.

www.english-test.net

1995-06-22 1995-06-22 1995-06-22 1995-06-22 1995-06-22 1995-06-22

在新民主主义时期，中国共产党领导的统一战线，是工人阶级领导的以工农联盟为基础的人民民主统一战线。

With over 170 members, The 100 Club London is one of the UK's leading networking groups.

<sup>1</sup> Examples of other research include: Pope (1993) in Washington, D.C.; Schmid (1993) in Germany; and Stiglitz (1993) in New York City. Pope (1993) also gives a book review of *Globalization and its Discontents* by Joseph Stiglitz. The book is critical of globalization, and for liberalization, which took place in the last 20 years. Pope (1993) also discusses the 2001 World Conference on Trade Policy, Stiglitz (1994), Stiglitz (1995), and Stiglitz (1996).

Day Four

10.1111/j.1467-954X.2008.00610.x

Intel Chairman Andy Grove and other high-profile political newbies. Challenge the  
Gateses and Kroc's too.

• 19. Nach der zweiten Reise nach England 1789: "Was ich Ihnen erzähle ist sehr  
langweilig und langsam, aber es ist sehr wichtig für Sie"

Editorial Office: 10th Floor, West Tower, 1000 Gaoxin South Road, Beijing 100083, China  
Email: [zj@bjtu.edu.cn](mailto:zj@bjtu.edu.cn) Webpage: [www.zj.bjtu.edu.cn](http://www.zj.bjtu.edu.cn)

Digitized by srujanika@gmail.com

ANSWER: The answer is 1000. The total number of students in the school is 1000.

2010, *Journal of Health Politics, Policy and Law* 35(1): 1–30; *Journal of Health Politics, Policy and Law* 35(2): 361–392.

Journal of Health Politics, Policy and Law, Vol. 35, No. 4, December 2010  
DOI 10.1215/03616878-35-4 © 2010 by The University of Chicago

2005-10-01 10:25:11.000 10:25:11.000 10:25:11.000 10:25:11.000 10:25:11.000 10:25:11.000

Empirical evidence from 1500 studies in 100 topics involving 17 million observations of 10 million subjects implies that the most effective way to learn is through direct experience and active engagement. More specifically, direct experience is more effective than passive learning.

Day Five

本作品由「维基共享资源」用户上传

从以上分析可知，本研究中所用的量表具有良好的信效度。

• 100 •

As shown in Figure 5, the results from the three different measures of the measure of change in the quality of money showed that the quality of money increased over time.

For 7200 to 20,000 kg dry weight, type A21, lower NO<sub>x</sub> DPFs are available. Type B NO<sub>x</sub> DPFs are also available.

The First Two Decades of the Evolution of Economic Policy in  
Central Europe: The Czech Republic, Germany, and Poland

**Electrical Spikes** may enter the lamp via lightning, electrical equipment, or power lines, and what happens inside the lamp depends on how much energy is present.

For more information, contact the U.S. Environmental Protection Agency's Office of Water at (202) 260-1900.

Day Six

MANAGEMENT INFORMATION SYSTEMS FOR SMALL BUSINESSES: FROM PRACTICE TO THEORY

Third Quarter 2015 - We continue to support the S&P 500 Index and the Dow Jones Industrial Average's long-term growth potential. We believe the market has positioned itself well for the future.

until evening. Type "Sit". Follow Evening Activities as described below, but do not enter Sleep Room. Exit Inn instead.

Gate Plaza: Enter Katta's Tail Inn. Type "sit". After performance: Standard Evening Activities. Type "order food". Type "eat". Type "stand". Non-Thieves: Enter sleep room. Sleep until dawn.

Thief Character Only: Use map to visit Money Changer. Follow her instructions to the letter to find the Break-in House. Sneak over to the house (Type "Use Stealth"), and hit [Control D] to determine time of day. If it is before "Middle of the Night", wait a bit. If it is after, then try this tomorrow night. If it is right on time, Save your game.

Break-in House: Type "Pick Lock" to get into house. Type "Use Stealth". Sneak over to the shelves. If you make a noise in this house, stop for a few seconds. Type "Get Teapot".

Sneak over to the wardrobe. Type "use oil on hinges". Type "open doors". Type "Search Wardrobe". Type "Get Bowl".

Sneak over to the large carpet. Type "look under carpet". After Hasan leaves, go back over to rolled carpet. Type "open trapdoor". When you hear a noise outside, Type "unroll carpet". Type "hide in Wardrobe". After Ahmak leaves, sneak back over to the large carpet. Type "Look under carpet". Type "pick lock on chest". When you hear a noise outside, Type "unroll carpet". Type "hide in Wardrobe". After Jabir leaves, sneak back over to the large carpet. Type "look under carpet". Type "get dinars". Type "Search chest". Sneak out of house. Return to Katta Tail Inn's Sleep Room and sleep until dawn.

Follow Standard Morning Procedure in Katta's Tail Inn. Save Game. Then, practice Fighting Skills with Uhura. Exit Guild Hall.

Thief Character Only: Use Vigor pill after Fighting practice. Challenge the Challenger several times.

Use map to Astrologer's House. Type "ask about fortune". Exit. Explore town and desert rest of day.

Fighter Character only: Visit Weapon Shop. Type "Ask about Arm Wrestling". Type "Bet". Arm Wrestle several times with Issur.

Thief Character Only: Return to Money Changer's. Type "Yes". Type "Bar-

gain about bowl". Type "Bargain about teapot". Type "Ask about safe".

Then explore things until nightfall, follow standard Evening Procedure, but don't go to Sleep room. Exit Inn.

Evening: Follow standard Evening Procedure.

Thief Character Only: Use map to get to Fighter's Plaza East. Go up to door of Weapon Shop. Type "Pick Lock". Enter shop. Close door. Go over to anvil. Type "use oil on anvil". Type "push anvil". Type "open trapdoor". Type "pick lock" on strongbox. (If you do not succeed, replace things back the way they were and try again tomorrow night after practicing your skills on some doors on the way over here.) Return to Inn and sleep until dawn.

Katta's Tail Inn: Standard Morning Activities. Save Game.

Gate Plaza: Avoid the Fire Elemental. Exit North.

Use map to go to Aziza's. Knock on door. Enter and sit down. Type "Yes". Type "Ask about Elemental." Type "Ask about Fire Elemental". Type "Ask about Container." Type "Ask about Contrary Element." Type "Thanks". Type "Farewell".

Use map to go to Apothecary. Type "Ask about Fire Elemental". Repeat Question. Type "Ask about Flame". Type "Bargain for incense." Exit. Approach Fountain. Type "Get water". Use map to go to Gate Plaza.

Gate Plaza: Type "use incense". Head to exit north. Continue north until you run out of incense. Type "Drop lamp". Walk towards Elemental and type "use waterskin". Fire Elemental should jump into the lamp. (If timing was off and Elemental escapes, pick up your lamp, get some more incense and try again.) Type "get lamp".

Explore town and desert rest of day, then follow Standard Evening Activities.

Follow standard procedures and exploration for rest of day. Save Game. Buy more Healing and Vigor Pills as you need them. Refill your waterskins regularly.

Thief Character Only: Visit Weapon shop during the day. Type "buy daggers".

Fighter Character only: Visit Weapon Shop. Type "Ask about Arm Wrestling". Type "Bet". Arm Wrestle several times with Issur, unless you win.

## Day Seven

Left Nakhon Phanom 11:00 AM and drove west along the Mekong River. Crossed into Laos at 1:30 PM. About 3 hours driving. Total distance: 200 km.

Arrived at the border crossing between Thailand and Laos at 4:00 PM. The road is good and very safe.

Crossed the border at 5:00 PM and entered Laos. Total distance: 300 km.

## Day Eight

Left Nakhon Phanom Province. Took bus. Worked on writing the Third Chapter of my book. Crossed Takhong 2 AM. Total distance: 200 km.

Arrived Chiang Khong 9:00 AM. Total distance: 200 km. Total time: 10 hours. Left Chiang Khong 1:00 PM. Total distance: 200 km. Total time: 6 hours. Total distance: 400 km. Total time: 16 hours. Total distance: 400 km. Total time: 16 hours.

Arrived Chiang Mai 8:00 AM. Total distance: 200 km. Total time: 10 hours. Total distance: 200 km. Total time: 10 hours.

Spent 2 hours in Chiang Mai. Then took a bus to Chiang Rai. Total distance: 200 km. Total time: 10 hours. Total distance: 200 km. Total time: 10 hours.

## Day Nine

Left Chiang Rai 6:00 AM. Total distance: 200 km. Total time: 10 hours. Total distance: 200 km. Total time: 10 hours.

Arrived Chiang Mai early morning. Total distance: 200 km. Total time: 10 hours.

Left Chiang Mai 10:00 AM. Total distance: 200 km. Total time: 10 hours.

Total distance: 200 km. Total time: 10 hours. Total distance: 200 km. Total time: 10 hours.

Arrived Chiang Khong 4:00 PM. Total distance: 200 km. Total time: 10 hours.

Total distance: 200 km. Total time: 10 hours.

Total distance: 400 km. Total time: 16 hours.

## Day Ten

Left Chiang Mai 6:00 AM. Total distance: 200 km. Total time: 10 hours.

Arrived Chiang Rai 1:00 PM. Total distance: 200 km. Total time: 10 hours.

## Day 11

Left Chiang Rai 6:00 AM. Total distance: 200 km. Total time: 10 hours.

Arrived Chiang Mai 1:00 PM. Total distance: 200 km. Total time: 10 hours.

## Day 12

Left Chiang Mai 6:00 AM. Total distance: 200 km. Total time: 10 hours.

Arrived Chiang Rai 1:00 PM. Total distance: 200 km. Total time: 10 hours.

Arrived Chiang Mai 1:00 PM. Total distance: 200 km. Total time: 10 hours.

Total distance: 400 km. Total time: 16 hours.

Follow Standard Morning Procedure and go to Guild Hall. Type "Thank Rakeesh". Practice with Uhura. Exit Guild Hall.

Use map to go to Fountain Plaza South. Listen to Omar's poetry. Exit and do some more exploring. Return to Fountain Plaza. Type "Look at ground". Type "get purse".

Follow standard procedures and exploration for rest of day.

**Thief Character Only:** Go to Magic Shop and Type "Bargain for rope".

**Day Eight**  
Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Thief Character Only: Practice Tightrope skills if you haven't crossed the rope yet.

Fighter Character only: Visit Weapon Shop. Type "Bargain for sword". Type: "Tell about Air Elemental". Type "Bet". Arm Wrestle several times with Issur unless you win. (If you don't win the bellows, try again tomorrow. If you run out of money, go monster hunting for fun and profit, then try again tomorrow.) Use map to visit Aziza. Follow usual procedure and type "Ask about Air Elemental".

Use map to visit Magic Shop. Type "Ask about Air Elemental". Type "Ask about Air." Type "Ask about Fooler's Earth".

Follow standard procedures and exploration for rest of day.

Magic User and Thief Characters Only: Do not go to bed after supper. Use map to go to Fighter's Plaza East. Type "sneak". Go over to Weapon Shop. Thief: Type "use rope" (or Magic User: Type "Cast Levitate"). Type "Get Bellows". Use map to return to Katta's Tail Inn.

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Use map to go to Plaza of the Palace.

Fighter Character only: Go up to Air Elemental and try to force your way into the funnel. Type "drop earth". (It takes a very high strength to do this. If you continue to fail, try the Thief approach.)

Magic Character only: Go into center of room. Type "Cast Levitate". Use arrow keys to rise above level of Air Elemental. Wait until Elemental is below

you. Type "Drop earth" (If you run out of spell points, go to the apothecary and buy Mana Pills. If you continue to miss, try this again tomorrow when the Air Elemental will be trying to get you.)

**Thief Character Only:** Go into room. Type "throw dirt" (aim at top of funnel). (If you continue to miss, it might help to go out into the desert and do some target practice with your daggers at rocks and monsters to increase your throwing skill.)

Once Elemental has been grounded, Type "use bellows" to capture Air Elemental.

Follow standard procedures and exploration for rest of day.

**Day Nine**  
Follow Standard Morning Procedures. Save game. Work out at Guild Hall. Defeat Elemental if you haven't already done so.

Follow standard procedures and exploration for rest of day.

**Day Ten**  
Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Thief Character Only: Practice Tightrope skills if you haven't crossed the rope yet.

Follow standard procedures and exploration for rest of day. Make a point of returning to the Katta's Tail Inn in the evening to hear Omar's Speech and accept reward. Thank Omar.

**Day Eleven**  
Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Talk to Rakeesh. Type "Ask about Nature".

Fighter Character only: Type "Ask about Sword".

Use map to go to apothecary. Type "Ask about Earth", and "Tell about Earth Elemental".

Exit shop. Exit Bottom of the Fountain Plaza South. Exit Top of Fountain Plaza North. Hunt for Earth Elemental in the streets in the northern part of the city.

Fighter Character only: Using Rakeesh's Flaming Sword, you wait for the

COLLECTIVE INTELLIGENCE AND DIALOGUE IN A CO-OP GAME WITH SPLIT PERSONALITIES. THIS STUDY IS RELATED WITH CO-OP GAMES AND COLLECTIVE INTELLIGENCE.

McGraw-Hill, Chicago, IL; Wiley, New York, 1963, pp. 10-12.  
Hans E. H. J. van der Klaauw, *Electrokinetic Treatment of Soil Contaminants*, Marcel Dekker, New York, 1996, pp. 1-10.  
G. M. Tuck and R. D. Jackson, *Advances in Soil Mechanics and Foundation Engineering*, McGraw-Hill, New York, 1960, pp. 46-54, 103-114.  
R. L. Carter, *Soil Mechanics for Engineers*, Prentice-Hall, Englewood Cliffs, NJ, 1963.

ANSWER: PUMPKIN CHOCOLATE CHIP COOKIES

Day 13

Project Director: Dr. Pradeep K. Singh, IIT Roorkee  
Editor: Dr. S. K. Srivastava, IIT Roorkee

1990. "Performance Poetry: The Art of Spoken Word." In *Contemporary Poets*, ed. Ruth Sedar. St. Paul, MN: Lippincott.

Many years ago, the "classical" theory held that there was one type of white corpuscular ray, called the "etheric ray," which had the power to heat, to expand, and to contract, and that it was the etheric ray which produced the various effects of magnetism.

Opportunities exist for more robust policy-making, particularly in the areas of energy efficiency, renewable energy, and sustainable infrastructure.

As an aside, I am not a fan of the term "soft power," as it has been used in recent years to describe the influence of Western culture and values. I prefer the term "cultural influence" or "cultural diplomacy" to describe the way in which our culture can be used to promote our values and interests abroad.

卷之三

For more information about the National Institute of Child Health and Human Development, please visit the NICHD website at [www.nichd.nih.gov](http://www.nichd.nih.gov).

1990. *How can we approach the problem of the relationship between theory and  
practice? What are the answers?*

For more information about the program, contact the Office of the Vice Provost for Research at 319-335-1131 or [research@uiowa.edu](mailto:research@uiowa.edu).

“The Vossai from Bremen” in which Pauline Lave Womack, a member of the “Soul Association” who had been born in Bremen, Germany, sang “I’m a Vossai from Bremen.”

Thus, the first step in the process of creating a new model is to identify the variables that are likely to influence the outcome. This can be done by reviewing existing literature, consulting with experts in the field, and conducting surveys or interviews with stakeholders.

Day 14

Digitized by srujanika@gmail.com

Copyright © 2010 by Pearson Education, Inc., or its affiliates. All Rights Reserved.

Consequently, the first step in the analysis of the data was to identify the main components of the variance in the data.

and John Paul II's encyclical letter *Redemptor Hominis* (1979) on the subject of the family.

Day 15

• The following 2000+ entries are from the 2000-2001 Who's Who of German  
Economics and Finance.

Chaitin-Gomberg, P. (1992). In *Complexity and evolution: essays in honor of Stuart Kauffman*. Cambridge, MA: MIT Press.

Figure 10. The 2000-2001 winter mean 2400 mBPa geopotential height.

Earth Elemental to approach and then fight it. Keep an eye on your Vitality and Stamina. Run Away if necessary, take some pills to heal, and resume fight until Earth Elemental crumbles.

Magic User Character only: When Earth Elemental appears, Type "Cast Flame Dart" (aim at Earth Elemental). Continue to cast Flame Darts at the Earth Elemental. Run away if it gets too close or you run out of Spell Points. Take a Mana Pill and resume blasting at Earth Elemental until it crumbles. Thief Character Only: When Earth Elemental appears, Type "throw powder" (aim at Earth Elemental).

After Earth Elemental crumbles, Type "get earth".

Follow standard procedures and exploration for rest of day.

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Fighter Character only: Return Rakeesh's sword to Uhura. Type "give sword".

Use map to go to Fountain Plaza and approach fountain. Type "get water". Then use map to go to Saurus Stable. Type "Get Saurus". Go to Dervish at Oasis (Five screens south of Shapeir Overlook and turn left).

Oasis: Type "Ask about Puzzle". Type "Go home". From Saurus Stable, go South to Shapeir Overlook. Head west for five screens and then head south until you come to Caged Beast.

Caged Beast: Type "Dismount Saurus". Walk over near cage. Type "Give water". Go back over to Saurus. Type "mount Saurus". Exit screen. Type "Go home". Dismount Saurus at stable and exit north into town. Use map to go to Apothecary.

Apothecary: Type "Ask about Dispel Potion". Repeat question. Type "Ask about ingredients. Type "Ask about Fruit of Compassion". Exit shop. Approach fountain, get water. Use map to go to Aziza's.

Aziza: Follow standard procedure in this room. Type "Ask about plant". Type "thanks". Type "farewell". Use map to return to Saurus Stable. "Get Saurus". Exit south.

Shapeir Overlook: Head west until you enter room with Griffin's Nest. Type "Dismount".

Fighter Character only: Type "Look". Type "Look at debris." Approach rock.

Type "move rock".

Magic User Character only: Approach bottom of nest. Type "Cast Levitate". Type "look in nest". Type "get feather".

Thief Character Only: Approach bottom of nest. Type "use rope". Type "look in nest". Type "get feather".

After you have Feather, Type "Mount Saurus". Exit east (right side of screen). Continue until you come to room with Plant Woman.

Plant Woman: Type "Dismount". Approach plant. Type "Give Water". Type "tell about self". Type "give elemental earth". Type "tell about Earth Elemental". Type "give hug". Type "Julanar". Once you have fruit, approach Saurus. Type "Mount Saurus". Type "go home".

Saurus Stable: Dismount Saurus. Exit north to city. Use map to go to Fountain Plaza and get water. Then use map to enter Katta's Tail Inn, and follow standard Evening Procedure.

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Use map to go to Apothecary.

Apothecary: Type "Give feather." Repeat. Type "Give Fruit". Exit shop. Go to Saurus Stable. "Get Saurus". Exit South.

Shapeir Overlook: Head west for five screens and then head south until you come to Caged Beast. Dismount Saurus and approach cage. Type "give water" and "give food". Go around to backside of Beast. Type "get hair". Type "Give Dispel Potion". After Al Scurva disappears, remount Saurus. Follow standard procedures and exploration for rest of day.

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Use map to go to Fountain Plaza.

Fountain Plaza: Approach Fountain cautiously to avoid getting caught by Water Elemental. Type "Drop Waterskin". Type "use bellows". Type "get waterskin".

Follow standard procedures and exploration for rest of day.

Fighter Character only: When night falls, use map to go to Fighter Plaza West.

the boat to 7000'. I am not sure if this was due to the lack of wind or the fact that we were moving slower than the current. We did have to turn around twice because of the current. After about 1 hour we were able to get back on the trail and head up. The trail was very rocky and full of scree. It took us another 2 hours to get to the top of the mountain. The view from the top was amazing. We could see all the way across the valley and the mountains. We also saw some birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

### Day 16

We started our day early, at 5:00 AM, to catch the sunrise at Mount Rainier. The sky was clear and the sun was rising over the mountain. We hiked up the trail to the top of the mountain, which took about 2 hours. At the top, we saw a variety of birds, including a bald eagle and a golden eagle. We also saw some deer and a porcupine. The views from the top were amazing, especially at sunrise. After our hike, we took a break for breakfast and then continued our journey. We stopped at a few more viewpoints and took pictures of the surrounding landscape. We also saw some more birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

### Days 17 - 26

Spent time with family members, including my mother, father,

### Day 27

Spent time with my mother, father, and brother. We went to Blue Parrot Inn for dinner. We enjoyed the food and the atmosphere. The service was excellent. We stayed at the hotel for the night. The next morning, we got up early and went for a walk in the forest. We saw some deer and a porcupine. We also saw some birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

For the final day of our trip, we decided to go to the beach. We took a bus to the beach and spent the day swimming and relaxing. We also saw some birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

### Day 28

We started our day early, at 5:00 AM, to catch the sunrise at Mount Rainier. The sky was clear and the sun was rising over the mountain. We hiked up the trail to the top of the mountain, which took about 2 hours. At the top, we saw a variety of birds, including a bald eagle and a golden eagle. We also saw some deer and a porcupine. The views from the top were amazing, especially at sunrise. After our hike, we took a break for breakfast and then continued our journey. We stopped at a few more viewpoints and took pictures of the surrounding landscape. We also saw some more birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

### Blue Parrot Inn

Spent time with my mother, father, and brother. We enjoyed the food and the atmosphere. The service was excellent. We stayed at the hotel for the night. The next morning, we got up early and went for a walk in the forest. We saw some deer and a porcupine. We also saw some birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

For the final day of our trip, we decided to go to the beach. We took a bus to the beach and spent the day swimming and relaxing. We also saw some birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

### Day 29

We started our day early, at 5:00 AM, to catch the sunrise at Mount Rainier. The sky was clear and the sun was rising over the mountain. We hiked up the trail to the top of the mountain, which took about 2 hours. At the top, we saw a variety of birds, including a bald eagle and a golden eagle. We also saw some deer and a porcupine. The views from the top were amazing, especially at sunrise. After our hike, we took a break for breakfast and then continued our journey. We stopped at a few more viewpoints and took pictures of the surrounding landscape. We also saw some more birds, including a peregrine falcon and a golden eagle. The air was thin at the top, so we had to take frequent breaks. Overall, it was a great day of hiking and exploring.

Exit room to Right (North). Proceed along street until you come to intersection with "Askeri Darb". Turn left on to Askeri and proceed until you come to the door at the end of the street (use the street map supplied with the game). Save Game. Enter door.

EOF Room: When lights come up, Type "escape". When Warrior approaches and you are free, use your Dodging Skill to dodge around him to get to your equipment (6 Key on the Numeric Keyboard). Save Game. Once you get your weapon, treat as standard combat until you or your opponent collapses. (If you are defeated, restore game and try again.)

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Fighter Character only: Type "Practice with Rakeesh".

Thief Character Only: Exit and try out the Tightrope Challenge if you haven't won yet.

Use map to visit Aziza's. Afterwards, use map to visit Plaza of the Palace, West. Approach Jewelry Stand. Type "thanks".

Use map to visit Apothecary. Buy Healing and Vigor Pills.

Follow standard procedures and exploration for rest of day. Be sure to arrive back at the Katta's Tail Inn by evening to hear Omar's poetry. Approach Omar after poetry reading. Type "return purse".

Caravan to Raseir. If you have a mouse, try some Shift-Clicks.

Raseir Gate Plaza: After your greeting by Khaveen, Save Game and enter Blue Parrot Inn. After Ferrari's invitation, Type "sit". Answer Ferrari's Question with "Coffee". When Bartender arrives, Type "Drink". After you are dismissed, explore town but return here as night falls.

Blue Parrot Inn, evening: After invitation from Ferrari, Type "sit". After being introduced to Ugarte, say "Pay Ugarte". To Ugarte, Type "Ask about service". Type "Ask about Water".

Thief Character Only: After information, Type "make thief sign".

Type "Stand". Exit off screen left behind the bar to go to Sleep Room.

Exit Blue Parrot Inn. Save Game. Exit Raseir Gate Plaza to North. Proceed along street until you come to Raseir Fountain Plaza North. Exit left side of the bottom of screen. Observe Ugarte's arrest. Exit bottom of screen. Exit Raseir Fountain Plaza North at top of screen. Proceed along street until you are accosted by a woman. Follow the woman to the right. Enter open doorway. Harem Girl's House: When asked, Type "give clothes". When asked, Type "give Visa". Wait for a second after she leaves, and exit. Type "use compass". Head south until you come to the Raseir Fountain Plaza South. Type "read sign". Head back north and return to the Blue Parrot Inn as sunset approaches.

Blue Parrot Inn  
Thief Character Only: When invited by Ferrari, Type "sit". When asked, Type "yes". Save Game. Exit Blue Parrot Inn. Type "make thief sign". Type "sneak". Exit top of screen and proceed along street until you enter Fountain Plaza. Wait until guard exits room. Approach unbarred window and Type "use rope".

Raseir Break-in House: Type "sneak". When you make a noise, stop for a second before proceeding. Head over to display cabinet. Type "oil hinges". Type "pick lock". Type "get bird". Return quietly to window and exit. (If you get caught, restore game and try again.) Sneak back to Blue Parrot Inn.

Blue Parrot Inn: Type "yes". Type "give bird". Go to Sleep Room.  
Go to Sleep Room.

Exit Blue Parrot Inn.

Jail Cell: Approach Katta. Type "Ask about Sharaf". Type "Show Pin".

Fighter Character only: Approach gate to cell. Type "Break down gate". (If at first you don't succeed, try, try again.)

Magic User Character Only: Type "Cast Open" (aim at cell door).

Thief Character only: Approach door to cell. Type "use pin".

Exit cell. Go over to equipment on right side of screen. Type "get equipment".

• The first stage of the project involved a detailed analysis of the existing system, which identified significant inefficiencies and opportunities for improvement. This included a review of the current system architecture, data flows, and operational processes.

• A detailed requirements document was developed, outlining the key features and functionality required for the new system. This document also specified the performance requirements, such as response times and data integrity levels.

• The design phase involved the creation of a detailed system architecture, including the database schema, application logic, and user interface. This was followed by the development of the system, which involved the implementation of the required features and integration with existing systems.

• Testing and quality assurance were conducted throughout the development process, with regular reviews and feedback loops to ensure the system met the specified requirements.

• The final stage of the project involved the deployment of the new system, which included training for end-users and documentation of the system's operation.

• The project was completed on time and within budget, and the new system has been well received by users, with positive feedback on its improved efficiency and functionality.

• The success of the project has led to further opportunities for system improvements, such as the addition of machine learning capabilities to predict future trends and optimize operations.

• The project has also highlighted the importance of a structured approach to system development, involving clear communication, stakeholder involvement, and a focus on continuous improvement.

• The experience gained from this project will be valuable for future system developments, particularly in the context of the increasing complexity of data and operational requirements.

Day 30

Type "search room". Exit through secret passage. Proceed along street until you meet Ad Avis. Follow him to the Forbidden City.

**Forbidden City Door:** When asked, Type "Use mirror". Enter into Forbidden City.

**Air Room:** Type "use lamp". Exit room to left.

**Water Room:** Set Arcade Skill in menu bar to lowest. Save game. Approach Falls. When something comes falling down in the water, Type, "jump". When you approach the jutting out section at bottom of screen, Type "jump". (If you miss, restore game and try again.) Approach left side of screen. Find place where air is being sucked.

**Fighter Character only:** Type "use strength". Knock down rocks to block hole.

**Magic User Character only:** Type "Cast Force Bolt" (Aim at rocks over hole). Knock down rocks to block hole.

**Thief Character Only:** Type "look at rocks". Type "use thief's tools". Knock down rocks to block hole.

Approach steps at top of screen. Climb up and move off screen right. Pass through Air Room from left to right into Fire Room.

**Fire Room:** Type "use water". Save Game. Watch sequence of Fire Geysers. Follow path from right to off left, timing yourself to avoid geysers.

**Earth Room:** To get off cliff:

**Fighter Character only:** Approach edge of Cliff. Type "jump".

**Magic User Character only:** Approach edge of Cliff. Type "Cast Levitate".

**Thief Character Only:** Approach edge of Cliff. Type "use rope".

Approach door. To answer, Type "Suleiman". Exit Through door.

**Treasure Room:** Pass on through to door on left and exit room.

**Iblis Room:** After Ad Avis leaves, walk back down path. Approach bottom right. Type "Look at glint". Type "get ring". With Djinni, Type "Ask about wishes". Type "wish for healing".

**Fighter Character only:** Type "Wish for Strength".

**Magic User Character only:** Type "Wish for Magic".

**Thief Character Only:** Type "Wish for Agility".

Type "Teleport".

**Plaza of the Emir's Palace:**

Exit bottom of screen after Sharaf leaves.

**Thief Character Only:** Type "use stealth" before exiting room.

**Palace of the Emir Gates:**

**Fighter Character only:** Quickly approach gate guards and fight them. Then Type "open gate". Repeat if necessary.

**Magic User Character only:** Type "Cast Dazzle", Type "Cast Open" (aim at gate). Enter into Palace.

**Thief Character Only:** Sneak along shadows to wall on left side of screen. Wait until Eunuch exits right, then Type "use rope". Exit off left.

**Antechamber:** Fighters and Magic Users only.

**Fighter Character only:** Wait until guard leaves. Save game. Type "jump". When Khaveen asks you to yield, Type "get sword". When Khaveen loses sword, Type "get sword". After Khaveen is defeated, Type "take healing pill". Go up to door on right, Type "Force Door". Enter Ritual Chamber.

**Magic User Character only:** Wait until guard leaves. Save game. Type "Cast Calm". After Khaveen leaves, Type "Cast Levitate", Type "Cast Reversal", Type "Cast Open" (aim at door). Enter Ritual Chamber.

**Ritual Chamber:** Fighters and Magic Users only.

**Fighter Character only:** Type "escape". Approach unlit candle and knock it over. Type "run". Head left. Now head directly at Ad Avis. Head through Fire at Ad Avis. Watch Cartoon.

**Magic User Character only:** Type "Cast Trigger" (aim at statue). Type "Cast Fetch" (aim at unlit candle). After Ad Avis throws spell, move to center bottom of screen. Type "Cast Force Bolt" (aim at left wall near door to bounce Bolt off and hit brazier). Watch Cartoon.

**Harem:** **Thief Character Only:** Watch the show and relax for a bit. When you are told to go (and have input), move your character to the exit at the left side of the screen.

**Eunuch Room:** **Thief Character Only:** Be sure to "sneak". Sneak below the fountain. Wait until the sitting Eunuch walks over to talk to the harem girl, then sneak over to the table. Wait until the guard walks all the way off-screen to the right, then sneak directly to the balcony exit (upper left corner of screen)

## Bits About Bytes

Well, we got a little carried away this time. Personally, I have a lot of fun looking at the statistics after finishing a game (believe me, it's a LOT easier than writing the game in the first place!) Here's some of what went into *Quest for Glory II: Trial By Fire*, along with comparative figures from *Quest for Glory I: So You Want To Be A Hero*.

The team consisted of up to eight programmers at a time (versus four on *Quest for Glory I*), ten artists (versus four), two musicians (up from one), and two designers (well, call that 1.75, up from 1.25 last game grin). The game took just over a year (just as with game 1, only it seemed like at LEAST twice as much work with twice the people on the team!) Between us, we managed to create:

<i>Quest for Glory II</i>	<i>Quest for Glory I</i>
604,000 characters of text	375,000 characters
135,000 lines of source code (that's 2,840,000 characters)	111,000 lines vs. 1,980,000 characters)
607,000 bytes of pictures	535,000 bytes
2,835,000 bytes of animation	1,560,000 bytes
630,000bytes of sounds/music	314,000 bytes

(We added digitally-sampled sounds for the Soundblaster, PS/1 and Tandy TL)

Major thanks are due to Larry Scott, who created a new version of the SCI interpreter which removed many of our space restrictions from individual "rooms". This game would probably not have been possible (or at least would have been far more painful to create) without his improvements!

We would also like to take this opportunity to point out how crucially important every member of our team was to this project. While the game design comes from Lori and me, the *Quest for Glory* games "work" precisely because everyone on the team contributes ideas and works their tails off to make every aspect of the game -- design, art, music, and programming -- work in harmony. Each of us has

Balcony: Thief Character Only: "Use rope" to create a tightrope across the gap. Use the techniques you learned in the tightrope challenge to cross the rope. Save the game. On the far ledge, throw a dagger at the nearest unlit candle to knock it over. Type "Duck" when Ad Avis casts a spell at you. Quickly move behind the next pillar (near Ad Avis). Keep throwing daggers or rocks at Ad Avis (ducking behind the pillar when he casts spells at you) until he falls. Watch Cartoon.

Ad Avis' death triggers the final quest. You must now travel to the castle's basement to find the secret entrance to the castle's vault. You will need to use your skills from the tightrope challenge to cross the gap between the two ledges. Once you have crossed the gap, you will find a secret door that leads to the castle's vault. Inside the vault, you will find a chest containing gold coins and a scroll. The scroll contains a map of the castle's layout and a key to the castle's main door. You can now exit the castle and return to the town square.

Quest for Glory II: The Adventure Continues is a great game. It is well worth the price of admission. If you are a fan of the Quest for Glory series, you will not be disappointed. The game is a must have for any fan of the series.

## Quest for Glory II

Well, we got a bit remissed recently this time. Personally, I have a lot of fun looking at the statistics since building a game (believe me, it's not like writing the phone. In the first play!) Here's some of what went into *Quest for Glory II: The Adventure Continues*, along with comparative figures from *Quest for Glory I: Six Years Later & Happier*.

The game required almost twice as much programming as time (versus four on *Quest for Glory I*), one artist (versus four), two musicians (up from one), and two designers (versus one). Total disk space is up from 1.25 meg game plus). The game took just over a year (just under a year). I only estimated this at 2240 hours of work, with twice the work (10,000 hours) thrown in, we managed to come in.

### *Quest for Glory II*

500,000 characters of code	275,000 characters
135,000 lines of source code	111,000 lines
(about 3,000,000 characters)	(about 1,500,000 characters)
600,000 types of pictures	335,000 types
2,225,000 types of animation	1,563,000 types
60,000 types of sound effects	31,000 types

(Unrelated: Highly complex sounds for the Foundation, PGI and Party 'N.)

Higher numbers are due to Larry Cook, who added a new feature of the SCI interpreter which recognized many of our telecommunications protocols ("routers"). This you would probably not have been possible (or at least would have been far more painful) in writing without his improvement.

We would also like to take this opportunity to point out how crucially important these numbers of disk space were to this project. While the game design comes from Lori and me, the *Quest for Glory* games "smell" primarily because everyone on the team contributes ideas and works their tail off to make every aspect of the game — design, art, music, and programming — work in harmony. Each of us has

literally given up a year of our lives (most of us at a 60-hour-a-week or more pace) to bring you this game.

- Corey Cole

### About the Designers

Lori Ann Cole has been playing games for as long as she can remember. Actively involved in fantasy role-playing games since being introduced to them at the Phoenix World Science Fiction Convention in 1978, co-publisher with Corey of a fanzine devoted to the subject, and Fantasy Gaming coordinator at various Science Fiction Conventions, Lori has since found a way to share her love of games by creating computer games from her fantasies. She and Corey are currently designing the four game *Quest for Glory* series for Sierra On-Line. She is the scriptwriter and director for the projects. She also writes the manuals and the hint books.

Corey has been a professional programmer for nearly 15 years, and a role-playing game addict almost as long. He wrote the Tower of Indomitable Circumstance role-playing game module for Judges Guild, and founded the Mensa Fantasy Gaming Special Interest Group. After years of trying to "break in" to the computer game industry, Corey became a programmer/game designer for Sierra On-Line three years ago. He helped his wife Lori develop *Quest For Glory 1: So You Want To Be A Hero*, and *Quest For Glory 2: Trial By Fire*. Corey is the technical designer and programming director for the games.

Together, Corey and Lori live with their son, Michael, three cats and a large hairy dog on a ranch in Ahwahnee, California, where they raise oak trees, deer, quail, jackrabbits, and the occasional fox.

### SHAPEIR DESERT

GRIFFIN	1/16
---------	------

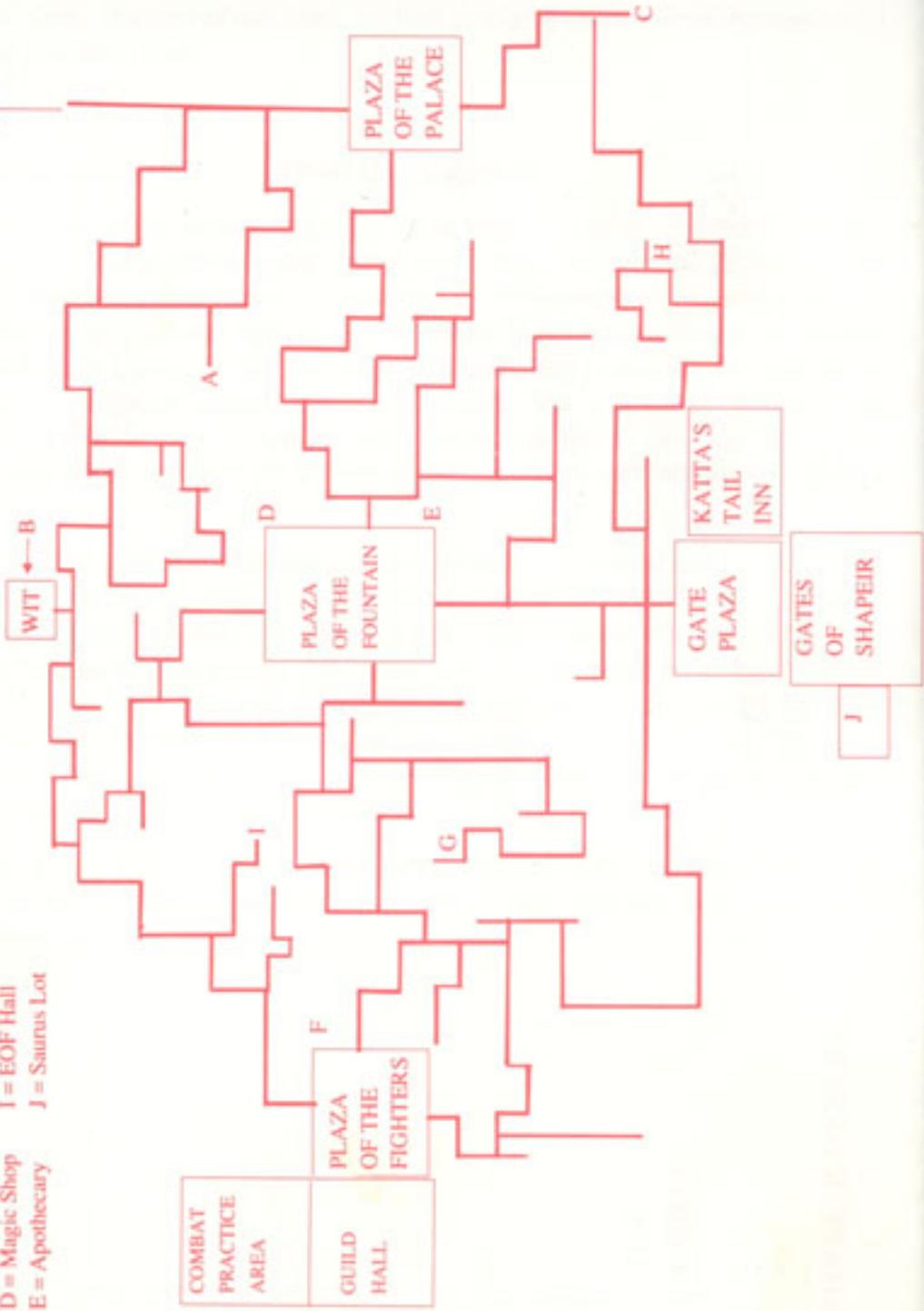
PLANT	1/27
-------	------

SAURUS LOT/GATE	0/20
VIEW OF SHAPEIR	1/20

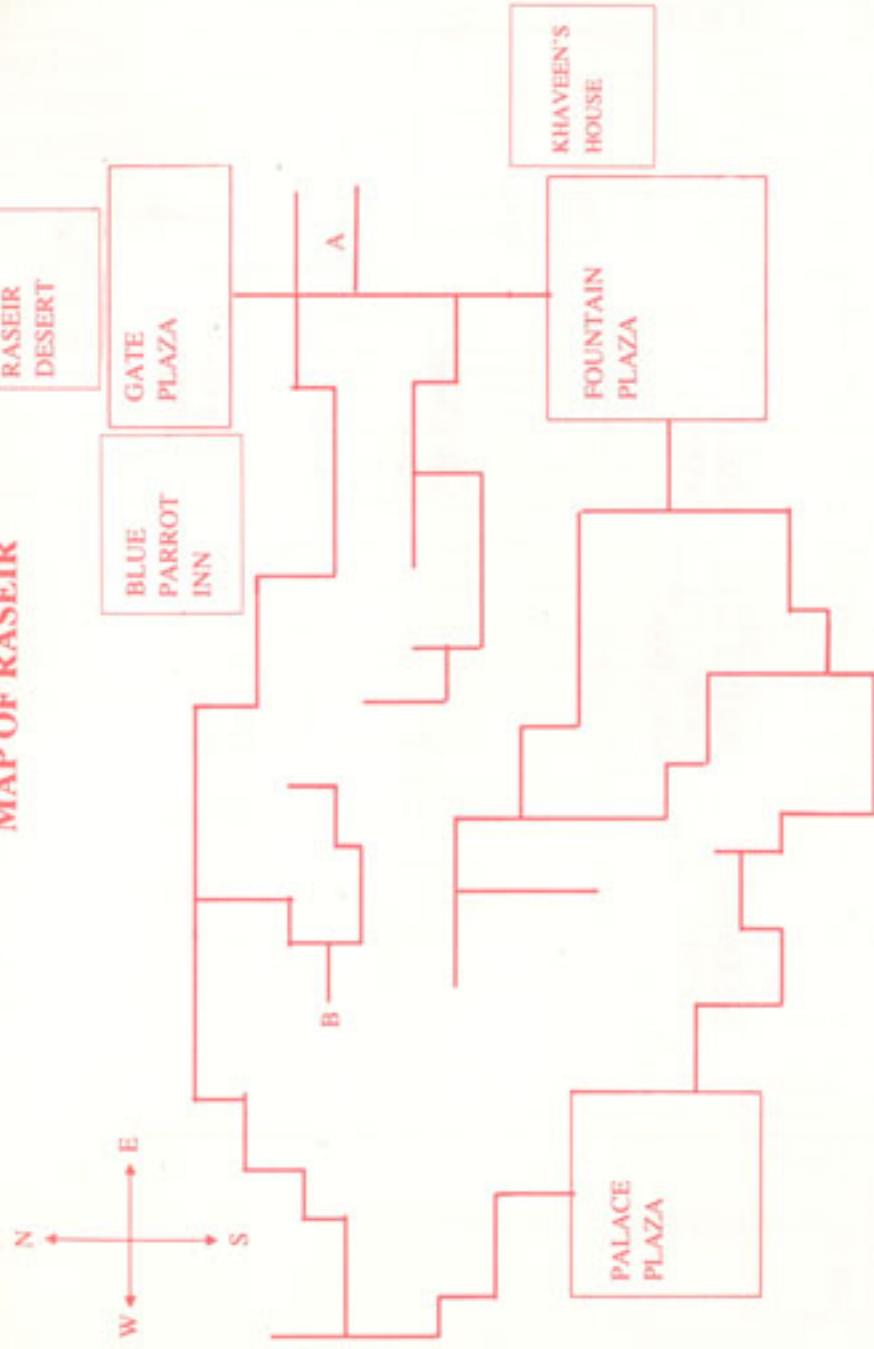
OASIS	6/23
-------	------

A = Enchantress  
 B = WIT  
 C = Astrologer  
 D = Magic Shop  
 E = Apothecary  
 F = Weapon Shop  
 G = Money Changer  
 H = Break in House  
 I = EOF Hall  
 J = Saurus Lot

### SHAPEIR

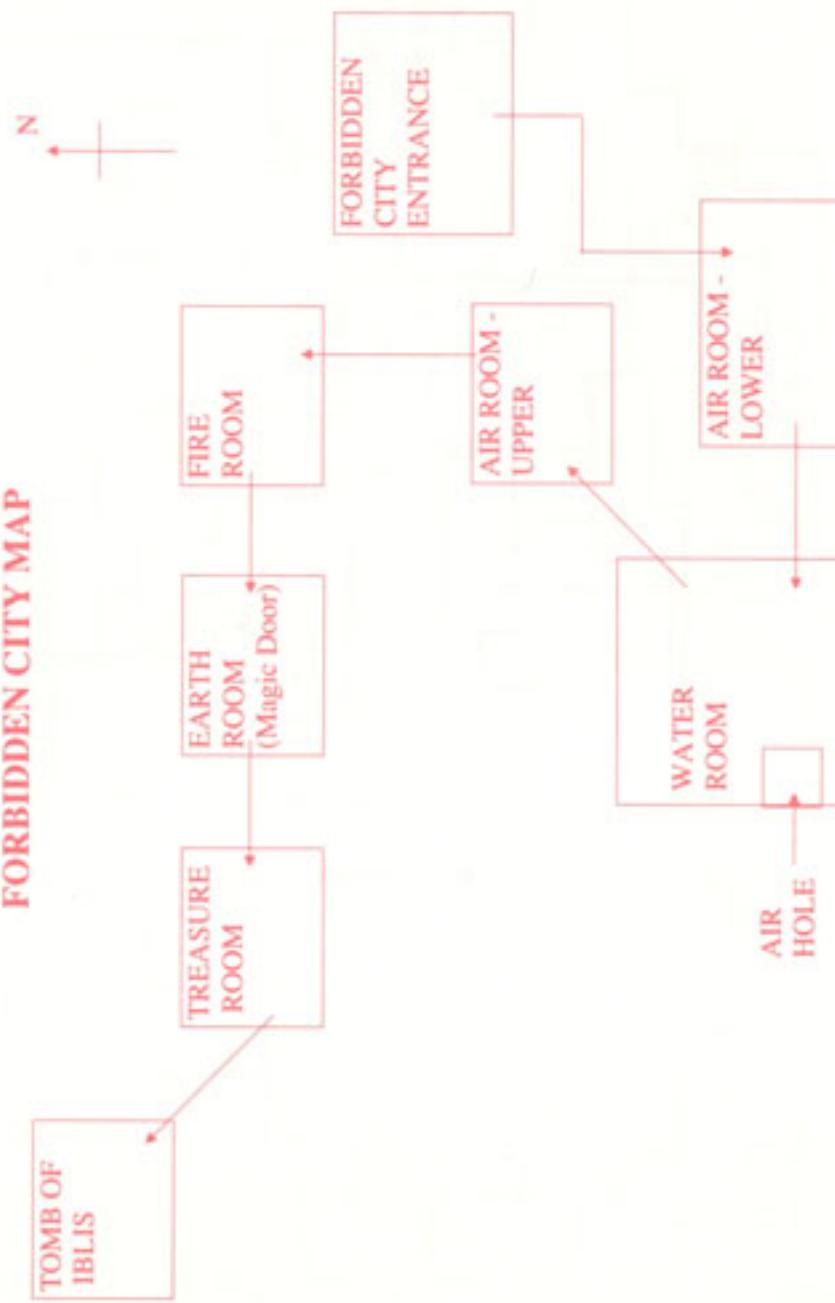


### MAP OF RASEIR



A = Emir's daughter  
 B = Secret passage from prison

## FORBIDDEN CITY MAP



## HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
King's Quest II	9.95	
King's Quest III	9.95	
King's Quest IV	9.95	
King's Quest V (Winter)	9.95	
Space Quest I	9.95	
Space Quest II	9.95	
Space Quest III	9.95	
Space Quest IV (Winter)	9.95	
Leisure Suit Larry I	9.95	
Leisure Suit Larry II	9.95	
Leisure Suit Larry III	9.95	
Police Quest I	9.95	
Police Quest II	9.95	
Manhunter I	9.95	
Manhunter II	9.95	
Code Name: Iceman	9.95	
Gold Rush!	9.95	
Colonel's Bequest	9.95	
Quest For Glory I (formerly Hero's Quest I)	9.95	
Quest For Glory II	9.95	
Conquests of Camelot	9.95	
Heart of China (Winter)	9.95	
Rise of the Dragon (Winter)	9.95	
The Black Cauldron	9.95	

Subtotal

California residents add 6.75% sales tax

Illinois residents add 6.25% sales tax. Massachusetts residents add 5% sales tax

Total

More ordering information on the following page.

## HINT BOOK ORDER FORM

(Please print)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip Code \_\_\_\_\_

Phone (\_\_\_\_) \_\_\_\_\_

Check method of payment (*please do not send cash*)

MasterCard     Visa

Check enclosed     American Express

Card number \_\_\_\_\_

Expiration date \_\_\_\_\_ / \_\_\_\_\_

Authorizing signature \_\_\_\_\_

Please allow two weeks for delivery. All prices include shipping and handling. Make checks payable to Sierra On-Line, Inc.

Mail payment with this order form to:

Hint Books

Sierra On-Line, Inc.

P.O. Box 485

Coarsegold, CA 93614

## Notes

Notes

Notes

Notes

Notes

Notes

Notes

Notes



## ADVENTURE WINDOW

*Place the red ADVENTURE WINDOW over the red patterned areas in your hint book to reveal the HIDDEN clues.*

© 1989 Sierra On-Line, Inc.

000001600